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June, 1993
Volume 6, Issue 6



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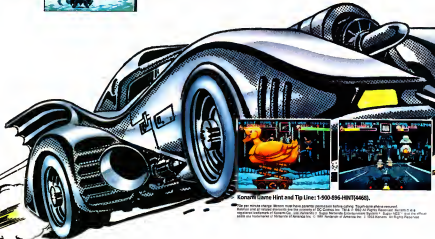
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GAMING



EGM

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CAPCOM...SMART!...VERY SMART!

When you hear the name Capcom the first thing that probably comes to mind is Street Fighter 2. Face it, SF2 is the Pac-Man of the '90's and Capcom is making the most of it. Any time a game sells in the millions, we're dealing with serious coins. And that is not even counting the millions of dollars coming in for the licensing rights and royalties from letting others use the characters. Buy a pair of SF2 underwear and a few cents goes to Capcom.

There is nothing wrong or secret about this, that's big business in the big city. If it isn't SF2, it's TMNT, or Bart Simpson or hundreds of other popular characters. In fact, we have to compliment Capcom on the excellent job they are doing in keeping the SF2 theme alive and thriving.

You can still find good and bad, however, in every deal. The story starts with Capcom becoming a licensee of Sega. As a result of SF2's influence on 16-Bit Nintendo sales, it's understandable that Capcom of Japan and the Big "N" are close. That game alone pushed the Super NES ahead of the Genesis in terms of total system sales last summer. Now, SF2 CE, which is the version that all serious SF2 players have been waiting for, is coming out on Genesis. It couldn't have been a pretty sight in the board room when Nintendo heard this. This version could start a rash for new Genesis systems sales and give Sega the lead again.

From a business standpoint, Capcom is again maximizing its exposure. Bringing SF2 CE out on the Super NES would hardly have made as big an impact as if it appeared on a whole new system.

Back on the Japanese home front, however, Nintendo certainly isn't happy. So Capcom of Japan tells Nintendo that they will bring the Turbo SF2 CE to Nintendo's 16-Bit system and quickly issues a very untimely (for Sega) press release and screen shots of the new game. Nintendo sees big dollar signs and Capcom of Japan is back on good terms with the Mario Men. So is everybody happy? Not quite....

There just happens to be the minor detail about the deal between Capcom and Sega that evidently slipped Capcom's mind. Instead of walking to the bank while millions of gamers worldwide head for Sega and then switch gears again to seek out the Nintendo for the latest SF2 "update," Capcom has shot a flare high into the sky telling gamers around the world to wait for the better version later in the year.

Who wins? Definitely Capcom as they can sell millions of SF2 CE on Genesis and millions more of Turbo SF2 CE on Nintendo. Even Nintendo wins, as they have the number one SF2 game that will help sell systems during the holidays. As for Sega... they at least have a new licensee.

Ed Semrad
Editor

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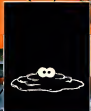
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I'M B.O.B., AND THIS IS MY G.U.N.

I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hall crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.

"B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the Super Nintendo"

—GAMEPRO



I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.



I can get along with pretty much anybody, but if I have to I've got six flavors of firepower to clear the corridors.



With forty-five levels between me and the door, getting there will be half the fun.

Available on both the Super NES and Sega Genesis systems.



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Feast your eyes on all the finishing moves and fatalities of the hot arcade hit for Super NES, Genesis, GameBoy and Game Gear!

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FACT-FILES

SUPER NES TIMES

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Luke Skywalker is back with the gang in Super Empire Strikes Back. On the fighting scene, Tuff E Nuff and Final Fight 2 will really make an impact, while Rock & Roll Racing will leave you in the dust! Plus check out all the super pages we have on great games like Arty Lightfoot, Total Carnage, F-1 Roc 2, Neugier: The Journey Home, BioMetal, Super 2020 Baseball, Kawasaki Challenge, Super Black Bass and Yoshi's Cookie.

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INTERFACE

LETTERS TO THE EDITOR

Here is your chance to tell the world what you think about video games, systems, magazines or anything that you think is cool. Spell your name if it's newsworthy we'll print it and you'll be famous. Be warned, if your letter is so long you might just end up as the psychic of the month! So, start writing and if you are the least bit into: draw something on the envelope. Our mail carrier likes to look at pretty pictures. Mail your creation to: Interface, Letters to the Editor, c/o Service Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you should be nuts.

WHAT'S EXCLUSIVE?

I was at our local newsstand paging through a competitor's mag. I saw that they were running pictures of SF2 CE which really interested me, but since they called it an exclusive to their magazine, I bought it thinking that nobody else would have anything on the game. A few days later I saw your magazine which had eight pages, two reviews, and tons of pictures on the Genesis SF2 CE! My question is: how can somebody go and say that they have an exclusive even though other magazines are running the same info?

Scott Kielen
Allentown, PA

(Ed. I guess a person just can't believe everything that is printed. Hopefully you didn't get suckered into the other so-called exclusive (on Aliens vs. Predator) that was running in yet another mag.

It all sounds so complicated. Who can you trust? Perhaps it is in the definition of exclusive. I would think that an exclusive picture is something that no one else has. But then again, most magazines take their own pictures so everything in the magazine is exclusive. Go figure. Our exclusive coverage was just that. A special meeting with Capcom and a hands-on review and photo session.

It all boils down to desperate people do desperate things to sell magazines. Remember this, if it's hot you can be guaranteed that it will be in EGM!

INTERNATIONAL COVERAGE

In the past, you've asked for comments about your otherwise great magazine. This concerns your International Outlook section. I would like for you to show not only the name of the company doing the game in Japan, but also the name of the company that will bring the game to the U.S. I find it a waste to pay \$100.00 for a Japanese game (like Neugier) when most often the game comes to the States two months later for only \$50.00. It would be great if you guys could do this handy change!

Brett Magowan
Detroit, MI

(Ed. Thanks for the interesting suggestion, Brett! There is a problem, though. When we list a new Japanese game in our International Outlook section, the game is normally so new that licensing agreements between the U.S. and Japanese companies haven't even begun. We are aware of your pricey dilemma and as soon as we know when the game will come to the United States, you will see it, along with its new name and U.S. company, in our Next Wave section. You bring up a good example. Unlike another zine which will only tell you the Japanese game release dates (they would rather have you buy the big bucks grey market cartridge from their affiliated store), in this issue we gave you its new U.S. name and company.)

LAST MINUTE UPDATE!

Fatal Fury 2 is a hot brawler coming to the Super NES from Takara! This will be a pretty direct translation from the Neo-Geo edition. All eight fighters can be chosen including the Bogard Boys, Joe Higashi, and Mai Shiranui. Play a one-player game against the computer or go head-to-head with a friend! Final details are sketchy and there's no word yet if you'll be able to use the bosses or not.



Mai Shiranui vs. Andy Bogard



Jubei Yamada vs. Terry Bogard



Mai Shiranui vs. Joe Higashi



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Nintendo

FLASHBACK BACKFLASH

Recently I purchased Flashback for the Sega Genesis. I own a Mega Drive and until now I have had no problems running Genesis games on my Japanese system. But as soon as I turn on the machine with Flashback in it, I get an error message about the cart being American and to contact my local dealer about a Japanese version. Are all new Sega games the same way? If so, does it make us Mega Drive owners obsolete? Why was it that Flashback gave me this error message?

Jason Allen
Alexandria, VA



Flashback is just one of the new games that could get this lock-out security.

(Ed. Sorry Jason, but U.S. Gold decided to use the encoding process developed by Sega to lock-out games not designed for a particular market. This decision is totally at the discretion of the licensee. At present, U.S. Gold has not announced whether they will release or sublicense Flashback for the Japanese market. In other words, Flashback will not work with any system except for a U.S. Genesis.)

WHAT'S THE SEGA CD2?

I was reading your sister publication, Mega Play, where you mentioned the Sega CD2. What is this system about and how much will it cost? Is it cheaper than the current Sega CD?

Martin Heizr
Lakewood, CA

(Ed. For an in-depth look at this new system from Sega, check out EGM Express on page 56!)



LETTER OF THE MONTH!

30%
 $\times 2$
100%

Another publisher (our lawyers grit their teeth whenever we mention specific magazines or people) recently announced in an editorial that they were discontinuing their bimonthly magazine. Not to worry though, because their other publication (monthly) was going to expand their coverage to cover the systems in the defunct mag. Sounds good, but they go on to say that their remaining mag will be 30% larger so subscribers of the dead bimonthly won't be missing out on any info. Hmmm.

OK. It didn't sound right so we gave this higher math assignment to Scanman, our resident genius, who freelances as a rocket scientist on the weekends. We asked him what 30% (the increase in size of the monthly mag) times 2 (the increase in coverage going from bimonthly to monthly) was. He just stared at us and said he would ask his son that evening. When he came back with 60% as the answer, somehow we weren't surprised.

Nice going guys (and gals). Perhaps your readers aren't old enough to handle this higher math, so we decided to help them out. Your In Your Face Psycho T-Shirt is in the mail!

WIN AN OFFICIAL EGM T-SHIRT!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would find particularly crazy, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your fondness of and psychosis to video games!



TELEPLAY LIVES

For months now I've been hearing about a video game modem that would allow gamers to play games over phone lines. It was supposed to be compatible with the Sega Genesis, Super Nintendo, and the old Nintendo 8-Bit. The ad for the modem said that it would come out this spring, but I haven't heard any news of its arrival. What's the deal?

William White
Yakima, WA

(Ed. The Teleplay System is still alive and well. This new system should be hitting the shelves very soon with many games to follow. It will be interesting to see how the public reacts to this device!)

WHERE ARE THE EFFECTS?!

I bought the Sega CD in November because of all the hype about the scaling and rotation features plus the near zero access time. I love this system but where are the scaling and rotation features besides the demo screen when I start up?

Erik Sojka
Port Jefferson, NY

(Ed. When any new system hits the market, it takes time for the programmers to learn all the new functions of the unit like the Sega CD. New games like Batman Returns and Joe Montana NFL Football contain lots of scaling and rotation effects. Just hang tight, Erik. There's more on the way!)

[*Important things to do:*]

SAVE THE PLANET.

SAVE THE WHALES.

**SAVE \$50 ON
A GAME GEAR SUPER
SONIC SPORTS PACK.**



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Buy the Super Sonic Sports Pack and you'll get a color portable Sega Game Gear, a Deluxe Carry-All case, and two hit games—Sonic the Hedgehog™ 2 and The Major's Pro Baseball™. Buy it for Father's Day. Buy it for graduation. Just buy it and you'll save \$50. Hey, maybe you could use that money to help save some humpback. Then again, maybe you could buy Streets of Rage™ 2. It's your dough.

SEGA
GAME GEAR



NEO-GEO A NO GO?

I recently broke my bank and bought Fatal Fury 2 for my NeoGeo. It sounded awesome, but I quickly discovered that the cart seemed to be defective. The sound would stop or stutter severely throughout playing. I called my favorite mail-order house and explained the situation. They didn't seem the least bit surprised and said the flaw isn't in the cart, but in the hardware! They sent me another cart (at my expense) just in case it was the cartridge. Same problem. I called up SNK and they said it would cost \$60-\$100 and take up to two weeks to fix my system to work with Fatal Fury 2.

Terril L. Gosa
Syracuse, NY



Fatal Fury 2 is one of the games that may not work with Japanese NeoGeos.

(Ed. This was a really interesting comment so we contacted Chad Okada at SNK and we discovered that the problem you and some other gamers are facing is in fact a defect with the hardware chips. As Chad explains, about a year ago, SNK of Japan drastically cut the price of the NeoGeo to stimulate sales. But when the price dropped, cheaper chips were installed that allowed the Japanese NeoGeo to play American games. So if you purchased your NeoGeo through mail-order around a year ago, you may have one of these systems. This system is authorized by SNK U.S.A. so if you experience problems playing Super Side Kicks or Fatal Fury 2, you can return the NeoGeo to SNK and they will repair it for \$10.00 plus shipping and handling. If you bought the NeoGeo from an American store, you'll be okay!)

STARFOX WITHOUT A GENIE!

I just bought StarFox and it's an awesome cart. I also have a Super NES Game Genie, but when I hook the two together, all I get is sound. I noticed that StarFox has two extra pins on the board that no other cartridges have. The Game Genie seems designed for this with two extra receivers on their side. But for some stupid reason my Game Genie doesn't have the metal pins needed to connect StarFox to the Super NES. Are they going to sell these pins as an extra accessory or what?

Brian Boyd
Anchorage, AK

I bought a Super NES Game Genie after I saw all of those Street Fighter II codes printed. But after I bought StarFox, I wanted to see if I could come up with any cool codes for it. But when I hooked it up, all I got was music from my TV. I noticed that StarFox had two chip extensions that the Game Genie can't support. Will Galoob sell a Game Genie for use with games like StarFox or will I have to live without cool codes?

Jerry Shandler
Chesterfield, MS



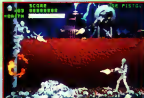
Game Genie owners are concerned about the incompatibility with StarFox.

(Ed. After a brief call to Galoob, we have learned that they are aware of the problems experienced with StarFox and the Game Genie. There are no current plans to release the extra pins needed to complete the connection to the Super NES. In addition, Galoob is reluctant to release a new Super FX Chip compatible Game Genie because Nintendo may end up changing the pin configuration of the FX Chip.)

MORE COMIC TITLES

I'm a big-time comic book fan and I'm glad to see that many companies are starting to make video games based on these characters. Sega made a cool version of the X-Men but what about my other favorite, RoboCop vs. Terminator? This could be a great game because the story was so cool and the action was blistering. How about it, EGM, any word on this game or any others?

Ken Davison
Jacksonville, FL



RoboCop vs. Terminator is the latest comic book to video game translation.

(Ed. You're in luck, Ken! Virgin has announced that they will release RoboCop vs. Terminator on the Super NES. It's a side-scrolling action game starring RoboCop and the Terminator and will feature some really cool special effects!)

LAST MINUTE UPDATE!

Here are some pix of Intellimedia Sports' 3DO titles to be called IntelliPlay Football and Baseball. It features famous coaches and offers tips on how to play football and baseball like a champ.





PLAY IT IF YOU DARE



Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula for the Sega CD goes straight for the jugular. Digitized scenes from the movie, 3-D graphics and incredible CD sound plunge you deep into dungeons infested with spiders and packs of bloodthirsty rats. You'll battle your way through seven terrifying levels, from the treacherous mountains and forests of Transylvania all the way to Castle Dracula. And just like in the movie, Dracula will attack as a bat, a vicious wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped! Bram Stoker's Dracula. IT'S A WHOLE NEW GAME.

Coming soon for SNES, NES, Game Boy, Genesis and Game Gear.



NEO CD PUT ON HOLD...

I really love what you've done with your magazine! You've expanded your coverage of my favorite system, the Neo-Geo. April's Next Wave section had me riled up about all the great games to come. Although the system does have a high price tag, the games are the ultimate! In the New Soft News section of the April issue, you talked about SNK developing a CD-ROM system! Joy! This is what I've been waiting to hear! With games costing around \$50.00, I can't wait! Give us more info on this killer CD-ROM. Goodbye Super NES and Sega CD.

Chris Matthews
Baltimore, MD

(Ed. Actually, Chris, you should say goodbye to the Neo-Geo CD-ROM, at least for now. This concept system sounded great with its somewhat high price but an extremely low price for arcade-quality games. However, an SNK spokesperson in Japan stated, "To put it shortly, the conditions changed. Other manufacturers such as Nintendo and Panasonic are coming out with their own CD-ROM machines, so we decided we would like to see these units first. We are still continuing the development of our CD-ROM player so our postponement shouldn't be long.")

SF2 FOR CD-ROM?

I remember reading an article in the April 1993 EGM Express that stated Fighting Street 2 would be released in a cartridge and CD combo. Since I don't own a CD player for my TurboGrafx-16, will I be able to just play the cartridge part of the game without any music or is there the possibility of an option to hear some kind of cartridge music? Since I can't afford to purchase the CD player, please tell me what the story is!

Brian Jensen
Spokane, WA

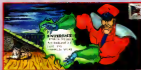
(Ed. Well Brian, Check out our four-page blowout on the PC Engine SF2 starting on page 124.)

EGM ENVELOPE ART!

All winners get a free 'In Your Face' T-Shirt and the first prize is a Fire Stick from G & C Manufacturing.



Luke Williams, Beloit, WI



Robert Lin, Lake Jackson, TX



Lee Redding, Edystone, PA



Suddha KIBIKI, Las Vegas, NV



Sean O'Kelley, Hueneme, CA



John W. Brobst Jr., Columbus, OH



Eric Tan, San Diego, CA

FIRST PRIZE!



Curtis C. James
Rialto, CA

SEND ALL ART TO:
Interface Letters to the Editor,
1920 Highland Ave., Suite 222,
Lombard IL, 60148.

Note: Only 4 x 9 1/2" or smaller envelopes will be allowed! Put your name on the back of the envelope.



Jon Seng, Westborough, MA



Michael Perry, Fremont, CA



Tom Glatras, Ronkonkoma, NY



Wayman Cheung, Rosemead, CA

The first place prize is a Fire Stick donated by G & C Joystick Mfg.

For product info contact them at:
1729 E. General St.
West Covina, CA
91792
(714) 813-1988



THE BEST OF THE ECTS SHOW: ENGLAND



STEVEN SEAGAL / TECMAGIK FOR SUPER NES

It seems that martial arts power-house Steven Seagal has his very own action-packed game! Look forward to a lot of thugs to beat up along with bone-crunching fury. More on this one, as soon as the news comes out.



STRIKER / CORE DESIGN FOR SUPER NES & GENESIS

Two versions of this fine soccer cart are coming to the Genesis and Super NES. Pass, dribble, and shoot for the goal. This game is fast-paced and action-packed. Perfect for all you armchair athletes out there.



STRIDER 2 / U.S. GOLD FOR GENESIS

The forces of evil are at it again. Cipher sword in hand, Hiryu fights his way into the midst of the raging enemies. Battle a variety of strange foes in this terrific sequel to the original Strider game. One you must see.



ASTERIX / INFOGRAMS FOR SUPER NES & GAMEBOY

Based on a popular European comic book, Asterix takes players on a comical quest that involves Romans and Vikings. This quest is reminiscent of the Mario games, and fans of those types of games will like it.



SUPER KICK OFF / U.S. GOLD FOR SUPER NES

Another Soccer game to take note of, Super Kick Off contains a variety of play options to make each game different. You get to control various aspects of your team, and get the feeling of really being on the field. With above average graphics, this cart seems pretty cool. Not announced for U.S. market.



SUPER PUTTY / SYSTEM 3 FOR SUPER NES

Super Putty is a cute little game along the lines of Smart Ball or Claymates. This game, while looking like a kid's game, is in fact a game that contains plenty of technique and good graphics. With a little luck, maybe Super Putty will grace these shores.

SCRABBLE / SUPERVISION FOR GENESIS & SUPER NES

A futuristic variation of the classic board game is going to reach both the Super NES and the Genesis. Play against some friends or the computer for some good old fun. Scrabble has never been done this way before!



DESERT STRIKE / DOMARK FOR GAME GEAR

Desert Strike has become portable thanks to the people at Domark. Fly into the warzone over Iraq, and bomb enemy outposts and SCUD missiles. Plenty of missions for those on the go. Really good.



JAMES BOND-THE DUEL / DOMARK FOR GAME GEAR

Now players can experience all the thrills and spills of James Bond anytime and anywhere they wish! James Bond-The Duel features a broad scope of missions for the world's greatest secret agent.



DR. FRANKEN 2 / KEMCO FOR GAMEBOY

Dr. Franken did well as a GameBoy cart, and so another game in the series is underway. Expect to see better graphics and play control. Dr. Franken 2 has you fighting all sorts of bizarre creatures. Yet another GameBoy cart that should please all you action game fans.



OVERSEAS EXCITEMENT

To stay up to date with all the latest news, the EGM editors flew out to England to join Rik, our foreign correspondent, who was covering the ECTS Show. This definitely was the place to be if you wanted to see all the hot carts from Europe. There were plenty of good games, and of particular importance was James Pond 3. This radical sequel has a quest that is larger than that in Mario 4, and o' James really cooks when he gets moving! He, in fact, when onboard his rocket, is faster than Sonic! The game is coming from Millennium and is being done for the Genesis, Super NES, Sega CD and Super NES CD!



INTRODUCING



THE NEW

GO!

SPOT





Hot graphics!



Cool moves!



Out of control fun!



Score at the beach!



11 hardcore levels!



6 Bonus rounds!



High energy music!



Wipe out sound effects!



Action you can sink your teeth into this!



"THIS IS ONE OF THE BEST SEGA CARTS WE'VE SEEN THIS YEAR! IT'S GOT IT ALL—EYE-POPPING GRAPHICS, PUMPING MUSIC AND EDGE-OF-YOUR-SEAT GAME-PLAY. COOL SPOT REALLY QUENCHES THE THIRST FOR FUN AND WHITE-KNUCKLE ACTION!"

SEGA VISIONS
MAGAZINE



ZUP

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REVIEW CREW

STEVE HARRIS



The big boss man got stuck in the New York blizzard and was forced to play GB Tetris for 4 days! Whoa, deja vu...

Current Favorite Games:
StarFox; SF2 CE.

ED SEMRAD



Ed's back from Japan with a lot of new carts and the new Mega Drive 2 and Mega-CD 2.

Current Favorite Games:
After Armageddon;
Fatal Fury 2 SNES.

MARTIN ALESSI



The weather is finally warm enough and Martin's got his T-tops off and cruising around the city.

Current Favorite Games:
Duo SF2 CE; StarFox;
Silphend; Kirby;

SUSHI - X



Sushi-X is in seventh heaven with SF2 CE coming out for Super NES, Genesis and Duo.

Current Favorite Games:
Super NES SF2 CE Turbo
Super NES SF2 CE Turbo

Super NES

Nintendo

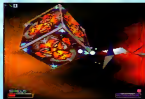
StarFox

Shooting

13 Levels

Now

8 Meg



The Super FX chip makes a big 'hit' with StarFox, the new and impressive shooter from Nintendo.

Captain Fox McCloud and his diverse creature crew must save the Milky Way from the clutches of the evil Emperor Andross. Assume the role of McCloud and lead your unique fleet to victory.

You must be a skilled pilot, for clumsy shooting won't cut it this time! The Practice mode will enhance your knowledge of the ship's maneuvers and controls. Then venture out to complete 13 shooting/flying levels. Keep watch of your fleet as they attract enemy fire. StarFox warriors, prepare for attack!

Like most games from Nintendo, StarFox boasts more than just great imagery and brilliant sounds. It also has incredible depth of play that extends from the first mission to the final battle. The SFX chip is used quite effectively here, with the diverse array of action serving as an appetizer for games yet to come.

This is a great way to introduce the FX chip! StarFox is as visually impressive as polygon sims on the PC. The graphics are smooth and there is almost no slowdown. The music and sounds are incredible, and the voice at the end will blow you away. Best of all, the game play is phenomenal with near-perfect control and technique.

StarFox is a very impressive game with some great effects. The graphics, although plain, do some really cool tricks. The missions were challenging and the bosses were pretty nice. The best part is that StarFox has some of the best voices I've heard on the Super NES. As I said, the only drawback was the plain graphics.

If StarFox is a first generation example of the FX chip games, I can't wait for the sequel! This type of action has thus far been restricted to the arcade genre, but with astounding success, StarFox has brought that feel home. Top-notch game play, topped off with very smooth transitional graphics, really make StarFox soar!

GAME OF THE MONTH

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

SEGA

RENGSTON

Renegade Software, Inc.
10000 Wilshire Blvd., Suite 200
Beverly Hills, CA 90210

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EVIL. DANGER.



TALK
ABOUT
CRASHING
SOMEONE'S

PARTY. YOU'VE JUST COME HOME TO FIND THAT SEVEN OF THE MOST RUTHLESS, GRAPHICALLY INTENSE CD BOSSES HAVE MADE THEMSELVES AT HOME IN YOUR HOMELAND. KICKING THEM OUT OF YOUR COUNTRY MEANS CONQUERING SEVEN LEVELS OF KNOCK DOWN, DRAG OUT DESTRUCTION. ALL TO THE KILLER SOUNDS OF A 19 TRACK, HARD ROCK CD SOUNDTRACK.

TO HELP YOU IN CLEANING UP YOUR HOMELAND, EIGHT DIFFERENT VARIATIONS OF OFFENSIVE ARMOR ARE AT YOUR DISPOSAL, AND LORDS OF THUNDER OFFERS THE BEST CONTROL AND RESPONSE TIME OF ANY GAME ON THE MARKET.

READ THE REVIEWS. FIND OUT WHY LORDS OF THUNDER WAS GIVEN THE EDITORS' CHOICE GOLD AWARD BY EGM. AND WHY GAMEPRO GAVE IT A PERFECT RATING. THEN GET READY TO ROCK. BECAUSE THIS IS ONE PARTY YOU WON'T WANT TO MISS. AND IT'S ONLY ON THE DUO.



WELCOM LAN



DEATH.
CHAOS.

E HOME
DIS.



LEADING THE CD REVOLUTION.



Tired of playing 'sportsmanlike' football? Don't take it out on the field, take it out on your T.V. with Acclaim's Super High Impact.

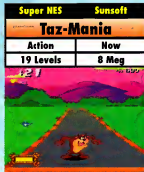
Get ready to knock the pads off your opponent. Select from many plays; with great control, you can't go wrong. The Hit-O-Meter will display the amount of gusto behind each hit. Or, if you are feeling particularly nasty, duke it out on the field. No more Mr. Nice Guy! Hit 'em hard!

Although Super High Impact has the gloss down cold, the execution of play as well as the overall challenge do manage to detract from a visually appealing experience. Unfortunately, with this game play and a real need for play book diversity, Super High Impact stumbles on its way to the end zone.

While not very entertained by the arcade version, Super High Impact on the Super NES is not a bad game. While it's true that it's very simple to play, it's better than reading the manual for hours before you can choose a play. I would have liked a bit more action overall it's an above average sports game.

This cart has lost quite a bit from the arcade translation. The graphics are good, and the audio is decent among sports games. The game play is very simple, and the computer offers little challenge. Go for the lead early and you'll get touchdowns almost every time. This cart just doesn't get too exciting.

Super High Impact Football is a very loose conversion of the coin-op. In fact, it is very simple to play the whole game by going basic on the controller! The offense needs better plays and the defense just needs help. I would have liked the game to be more structured and designed better.



I feel like Kiwi tonight! Taz does. Taz-Mania, a new release from Sunsoft, is taking the Super NES by storm...er...tornado!

Taz need food. Capture the right amount of Kiwi birds and Taz takes a nap, then advances to the next level. Whip Taz into a Tornado spin if you're running out of time, but avoid any stationary objects; they'll kill you. Beware of the She-Devil Taz: she is the kiss of death, really!

I really liked this game when I first started playing, but its repetitive nature bogged down what is otherwise a cart filled with great execution, superb graphics and a unique approach. Some racing games use the same approach from beginning to end, but the cartoon perspective used in Taz just seems to wear thin.

Taz-Mania is a cute game with a radically different approach. The first-person scrolling is neat but gets down out after a while. There isn't much innovation here except for the hilarious animations that happen to poor Taz. The real distraction is the fact that the enemies that get you cause the game to end right there.

This is a completely different approach to Taz games. The first person perspective is cool, and the scrolling is very well done. There are lots of funny animations and the game is packed with humor. The game play is good, but gets very repetitive rather quickly. Maybe a little more variety would have made this cart shine.

Taz is at his best, and that's eating - a lot! While somewhat repetitive, the humor factor is very entertaining. The recovery time needs to be sped up a bit, but otherwise his spat sequences are extremely amusing! I don't like the "instant game over" enemies, however, because they really detract from the game.



Put the Koopa Troopas in a stupor! Mario is Missing from Mindscape is a real catch on the Super NES.

Mario has been kidnapped by the Koopas and it's up to Luigi and Yoshi to rescue him. The Koopas have stolen several items. You must return the lifted artifacts and defeat the Koopas to recover Mario. Grab your passport because you'll be teleported all over the world in your search. Make some turtle soup!

I truly enjoyed the purpose behind this game and I think the design team should be commended on creating a game that's sure to get plenty of younger players involved with the idea of problem-solving. Still, this title did wear thin for me personally, and as much as this is not a bad game, I didn't get much enjoyment from it.

Contrary to what everyone else says, let's see what market this game is aimed for. The younger audience will like the Mario characters and theme music, while the parents enjoy the Geography their kids will learn. If you want any action in a Mario game, look elsewhere. Otherwise, Mario is Missing is a great idea!

Older, more experienced gamers should not bother with this cart. The idea behind it is cute, and younger kids will identify with Mario better than Carmen Sandiego. This game doesn't promise real action, but is very educational and kids may actually learn something. Even the bosses offer little or no challenge.

Mario is Missing, all right, and he can stay that way! "Ho Hum" is exactly what comes to mind while playing this slow-moving educational/adventure game. It plays like a slow Mario game, and needs more spice. The whimsical backgrounds weren't lively enough to keep my interest but it should be fun for the kids.



SALVATION FOR THOSE WHO PRAISE THE LORD.



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OUR HOT NEW CD SHOOTER, LORDS
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AND YOU'LL BE OUT OF LUCK.

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LORDS OF THUNDER FREE VIDEO GIVEAWAY.

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Sex

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Limited time offer while supplies last. Please allow approximately 2-3 weeks for delivery.

Lords of Thunder is a trademark of ©1993 Hudson Soft. ©1993 Red. Offer available in the U.S. only.

Genesis		Sunsoft	
Blaster Master 2			
Action		June	
8 Levels		8 Meg	



Sunsoft's *Blaster Master 2* is making tracks toward the Genesis. An evil mutant group has taken over the entire planet. You are in control of one of the most heinous forces to be reckoned with: a technologically advanced tank. The weapons include a three-way shot, homing missiles and lightning bolt beams. It will be total war when you face the enormous bosses. Armored assault once again!

On what a few years will do! I was always a BIG fan of the original *Blaster Master*, and this enhanced version takes the original concept over the top with better graphics, better sounds, and better play. BM never really seemed to get the attention it deserved years ago - now there's a new chance to right that wrong! Great!

As a big fan of the 8-Bit version, I must say that I am not disappointed with *Blaster Master 2*. I really wish some of the enhancements like the wall climb were left in, but there is still plenty to shoot at. The control is pretty decent, but the lack of real power-ups is kind of sad. Otherwise, a worthy sequel!

Blaster Master 2 could have been much more. The graphics are decent, but the bosses are kind of cheesy. The music can be annoying and the sound effects are weak. The game play is OK, and one thing I like is that the levels in this game are huge. The power-ups just don't have the flair that the 8-Bit game did.

One noticeable aspect of *Blaster Master 2* is the tight controls. Turning, aiming and firing are very responsive throughout the game. This tightness breaks down considerably when you try to jump, however, because you float in the air like you just ate 50 tacos. It's very awkward to be able to jump 40 feet but die if you fall 50 feet.

Genesis		Tengen	
R.B.I. Baseball '93			
Sports		Now	
N/A		8 Meg	



Swing batter, batter swing! Tengen's new *R.B.I. Baseball '93* is only for true baseball fans.

R.B.I. gives you so many options. Choose from 4 different game types: Play Ball, Defense Practice, Game Breakers, and Home Run Derby. Select the series type and music. The players are from the National League, the American League, the All-Stars, and real players from different years. "Take me out to the...

Over the years Tengen has done a good job of refining this game to its present level of quality. In a sense of offering a complete package that boasts a solid play mechanism with quite a few special features, *R.B.I. '93* takes a home run in my book. In a crowded field of baseball titles, this one does it all for me.

R.B.I. '93 is a great mix of pure action and simulation nicely blended together! I enjoyed the realistic sound effects and the control was nearly flawless. Creating your own team sure is a nice touch. Don't get scared by all the stats because this is one of the better baseball games out there. Great job Tengen!

This is an exceptionally well-playing baseball game. The graphics are very good, and the music and sounds fare well, too. The game play is solid and very easy to control. There is an incredible amount of options. You can even create your own team! Baseball fans will surely be pleased by this cart's extreme realism.

Baseball games are very hard to program, as seen with the many failures over the past few years, so when *R.B.I. '93* emerged, I figured, gee, another baseball game. Actually, I ain't bad at all, and in fact, once you get the techniques down, it's very realistic! The characters should be redrawn, but otherwise, bravo!

Genesis		Sega	
Cyborg Justice			
Action		Now	
5+ Levels		4 Meg	



Sega has reached Super Computer heaven with *Cyborg Justice*.

Shipwrecked, you awake on an alien planet. Cyborgs surround you and turn you into a cyborg too, only you have retained your memory. Justice must be served. Compose your body of 'borg parts, including a saw hand, insect body, and jogging legs. When fighting an opponent, rip off one of their limbs and you can attach it to yourself. Cyberficial!

The concept behind this game is strong, but the execution really falls flat. There isn't enough true technique in the side-scrolling scenes (something that IS made up for in the head-to-head mode), the real factor that now makes or breaks a fighting game in the post-SFA world, to support the visual effects and interesting concept.

Cyborg Justice is a nice change of pace from the mindless "walk-and-punch-everything-that-moves" game. It takes real skill to master all the cyborg configurations. The one-player mode can get boring but it's nice to rip body parts off the robots at times. Grab a friend for two-player game: it's more fun!

I did not like this cart too much. I found the normal game to be unchallenging and difficult to control. The graphics look cool, and there is a lot of animation, but the music is only fair. The two-player duel is the best feature in the game, but after the gimmick of ripping each other's arms off wears off, it's hard to stay interested.

Cyborg Justice is not for the meek, to be sure, and it certainly isn't for two players in the arcade mode. Trying to make those chasm leaps is nearly impossible in duel mode, however, it is LOADED with cool techniques and devastating attacks! The configuration mode is an excellent option which keeps the game fresh and inviting.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



We ripped-off a perfectly good idea.

TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

SUPER ADVANTAGE.

OVERSIZED JOYSTICK.
8-way directional control provides true arcade action.

VARIABLE SPEED SLOW MOTION.
Slow down the entire game when things get out of control.



TURBO SPEED.
A fully adjustable fire-control system (up to 30 shots per second).

AUTO TURBO.
Continuous firing that's hassle-free. You won't find this anywhere else.

FIRING BUTTONS.
Instantaneous response, and built to last.

LICENSED BY

Nintendo



ASCIIWARE

TAKE ON THE PROS!

R.B.I. '93 puts you into the big leagues with nearly 700 REAL Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy. Just look for R.B.I. '93. It's the only game in town.



KIRK GIBSON



Replay classic baseball moments with the Game Breakers module and rosters of every Division champ since 1964.



DENNIS ECKERSLEY



KIRBY PUCKETT



With 26 real stadiums, Kirby Puckett can explode in the hometown Hammer Dome or sink a pearl in the N.C. waterworks.



TEAM CHOICE
SELECT YOUR LINEUP

Florida		Texas	
1. Tony	1. Jose	1. Jose	1. Jose
2. Tony	2. Jose	2. Jose	2. Jose
3. Tony	3. Jose	3. Jose	3. Jose
4. Tony	4. Jose	4. Jose	4. Jose
5. Tony	5. Jose	5. Jose	5. Jose
6. Tony	6. Jose	6. Jose	6. Jose
7. Tony	7. Jose	7. Jose	7. Jose
8. Tony	8. Jose	8. Jose	8. Jose
9. Tony	9. Jose	9. Jose	9. Jose
10. Tony	10. Jose	10. Jose	10. Jose

Keep rosters correct with Coach Team Option—or make your own trades... how would Jose look in Florida tea?



BARRY BONDS



JOSE CANSECO

TENGEN
VIDEO GAMES

RBI '93 BASEBALL



MARK MCGWIRE



New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it.



CAL RIPKEN JR.

- Biggest-selling baseball series in video-game history
- Improved and upgraded gameplay features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

AVAILABLE
NOW!



NOLAN RYAN



You'll know how it feels to stare down the barrel of a leashed cannon when Nolan lights up the radar at 100 MPH!



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Genesis

GameTek

The Humans

Puzzle

Now

80 Levels

8 Meg



GameTek has filled in the missing link with The Humans for Genesis.

You are in control of a prehistoric tribe of people. They have yet to discover the wheel, spears and even fire. Guide them to safety when the famished dinosaurs attack. Don't let your tribe members wander from the confines of the village, for danger lurks out there! They must learn how to stack and climb ladders to assure their livelihood! We must survive!

While its heritage is definitely rooted in Lemmings and other "tower-the-leader" type puzzle games, Humans puts some interesting spins on the original and buffs up the concept to include an "evolutionary" play technique. Although early levels are almost devoid of challenge, subsequent rounds more than make up for it.

The Humans is another good addition to the growing class of puzzle games. The only serious drawback is the slow pace at which the levels are completed. It's neat the way your Humans must learn new techniques to survive the later levels (some of these are really tough). A fine game that needs a minor speed increase.

The Humans is a cute puzzler with a lot of emphasis on game play. The puzzles are simple at first, but even the simple ones take a long time to finish. More difficult puzzles seem to drag on and if you blow it, back to the beginning. I like the different things you can do and there is a lot of variety. A cute twist to the puzzle theme.

For those of you dying for mind-numbing puzzles and cutesy action games, The Humans is for you. I like the idea, and I even like the challenge of the puzzles, but I absolutely despise the merciless pace at which the puzzles are completed! The control is awkward, and if you make one little mistake, forget it.

Sega CD

Sega

Batman Returns

Action

Now

7 Levels

CD-ROM



The Caped Crusader is flying to a CD near you, compliments of Sega.

Gotham City is in trouble again! That cold-blooded bird is creating havoc in the streets and Catwoman is on the scene, too! The Man must return to his homestead and save the day. The bosses are as grueling as ever. Incredible Batmobile and Batski scenes highlight the capabilities of the CD. Suit up for a thrilling adventure with the Dark Knight!

When I originally played the CD portions of this game I was truly impressed with its quality. When the first-person screens are integrated with the cartridge side-scrolling levels, however, the quality of these additions seems to taper off. Could have been better, though, with more emphasis on the new levels.

Batman Returns for Sega CD? Hmm... Let's see. The driving scenes are nice. Lots of cool scaling is there. The music? Yes, the music is fantastic. The side-scrolling scenes? A couple port-over from the Genesis. Oh yes, it's still a fun game to play and should boost some staggering Sega CD sales. Give it a try.

The side-scrolling action scenes are WEAK! They're exactly like the cartridge version. Nothing is different other than some new music, which should have been directly from the movie, not a cheesy arranged version. The Batmobile driving scenes are cool, but aren't enough to justify the rest of this poor effort.

What happened here?!? I'm not impressed by playing the cartridge version of Batman Returns with okay music and a new car scene all over again. If Batman Returns was going to be made for a CD format, why isn't so much the same as the cart? It should have been a 100% original creation.

Sega CD

Sega

Final Fight CD

Fighting

Now

6 Levels

CD-ROM



Final Fight CD is fighting its way onto the Sega CD, courtesy of Sega.

Mayor Haggar's daughter Jessica has been kidnapped by the most dangerous crime syndicate in the city. Haggar, Cody and Guy must fight to the death for her. You have the option of fighting the computer or a friend in the two-player versus mode. Grab the power-up items like food, pipes and swords. Be prepared for Belger, the end boss.

Here's another game that uses its CD enhancement to do little for the game play and everything for the music and sound support. While the play itself is solid, the necessity of the CD is questionable at best. That point aside, you get a decent beat-em-up that has some nice touches but isn't overwhelming.

Final Fight is a good action game that didn't really need to be on a CD. Yes, the addition of the CD music was nice, but this game could have been a serious contender on cartridge format. It's nice to see the return of Guy and all of the arcade levels, but there's really nothing else that's spectacular about it.

The best conversion of Final Fight so far. The graphics are very good and the system handles the action very well, even in the two-player mode. There is a little bit of flicker at times, though. The game follows the arcade and all of the action is there. Good control and good fighting action will help the Sega CD look more inviting.

The Sega CD is looking better all the time (as predicted) with games like Final Fight breaking into the market place. Final Fight has most of the arcade appeal: two-player action, three characters to choose from, etc. The color palette suffered a little in the translation, but overall, it's a definite must-have if you enjoy fighting titles.

QUARTERMANN'S

Q-LETTER

FOR EGM SUBSCRIBERS ONLY!

EXCLUSIVE REPORT - BLOOD AND GUTS

...Hi ho, Quarter-friends, 'tis I, the one and only insider with info here to reward the most loyal EGM readers with a very special mix of rumors and reports to keep you exclusively "in the know." It's been a crazy month, kiddies, with yours truly traveling to Japan to hook up with Terry Aki and Nob-X, the masters of Japanese gaming, as well as speaking to an elite sub-committee on the dangers of turning onto games with gore. This month the Q-Letter addresses both of these sizzling subjects, with the last going first and vice-versa...

...The Q-Mann has dug hard and deep to deliver the dirt on Mortal Kombat, Acclaim's upcoming cartridge destined to draw big numbers when it sees store shelves later this year. There's one tiny fly in the ointment, however, and the destiny of video games is now hanging in the balance...

...When Acclaim first announced that they would be boxing up Mortal Kombat for home systems the Q-Mann and his Q-Friends rejoiced, for we knew that Acclaim was a quite capable publisher with a long history of producing some great games. The next thing you know, however, a hush of silence fell over the Q-Party as we all realized that this game with no barriers would definitely have to be edited for TV. "Not fair" cried Sushi-X, a long-time fan of fighting titles who had grown particularly attached to the finishing moves, death blows and other techniques which made Mortal different than the other quarter-munchers out to live off of Street Fighter 2's good name...

...But alas, it appears that Nintendo has already placed speed bumps on Mortal Kombat's drag strip to success. Why the white shirts at the big 'N' have done this is not a mystery - Nintendo prides itself on maintaining a squeaky clean image and having people actually bleed when a perfectly-executed roundhouse hits the face of their on-screen characters is a totally alien concept. While Nintendo sticks to their guns, however, Sega is out for blood - and proud of it...

...This summer, unless their brilliant marketing minds failed to remind them, Nintendo will be going up against a Sega armed to the teeth with a CD system (yeah, I know there aren't any new games for it, but just chill out and listen), Street Fighter 2 - Champion Edition, and a translation of Mortal Kombat this is rumored to be loaded with all of the elements that made the coin-op even slightly more interesting than Street Fighter 2. If my name was Timmy and I wanted a game system, this gaming guru knows which system would sell. If you're out to sell softs, maybe you should stop worrying about what a few red pixels are going to do and concentrate on the big picture (and something that you do so well - making good games. 'Nuff said...

...By the way, Nintendo, this problem isn't likely to go away soon - Mortal Kombat 2 is due in arcades this fall...

Q-MANN BEATS THE STREETS OF JAPAN...

...What a show! Although the trip back and forth scored about a 1.8, the Q-Witt's journey to the Land of the Rising Sun was spectacular! Besides getting the inside track on a great number of super sotts ranging from Sister Sonic from Sega to Turbo Street Fighter 2 CE from Capcom even Nintendo let us in on a few secrets, including a mammoth 16-Meg Mario adventure slated for the second half of this year!...Dig into this month's Quartermann and Terry Aki sections for the complete picture from the best in the biz...Till next time (when I deliver a full-scale assault on the software side of things), the Q-Mann reminds you to always unwrap before you bite...

- QUARTERMANN

QUARTERMANN'S "TOP TEN REASONS WHY NINTENDO WON'T BLEED..."

...It's a question as old as time itself - well, at least as old as Street Fighter 2! To bleed or not to bleed, that is the question that Nintendo is facing once again in light of the imminent release of Mortal Kombat. The squeaky clean image has to go big 'N', us game goofs demand it! Here's the top-secret list rumored to be floating around the halls of Nintendo...

10. They secretly want Sega to be number one.
9. They are stuck on Band-Aid, so Band-Aid's stuck on them.
8. They don't want to adopt that wacky NC-17 rating.
7. They're afraid players might try to decapitate friends during particularly hot and heavy matches of Mortal Kombat.
6. They'll stop at anything to prevent that nasty Itchy and Scratchy pair from making it into a Nintendo video game.
5. Nintendo exec swears he saw a real-life criminal get shot and turn into a flower.
4. Insect Politics.
3. It just isn't in the budget.
2. Who says Nintendo doesn't like blood and guts? Look at Street Fighter 2, there's blood there. And look at Mortal Kombat, there's, well, there's some red pixels on the screen from time to time.
1. Heaven forbid Mario ends up with an axe in his hands! That guy is out of his mind!

THE Q-MANN REVIEWS...

STREET FIGHTER 2-CE

Well, what have we here? Street Fighter 2 - Champion Edition on the Genesis? I can't believe it, is it really true? Could I be dreaming or has Capcom actually acknowledged what the Q-Mann said oh so many months ago?

Now that the big 'C' (whoa, that's scary) has agreed that yours truly was right all along about such a project, let's get to the game play of this 16-Meg monster!

Basically, all of the standard SF2-CE characters and moves are here, within a game framework that does a jiffy job of recreating everyone's favorite sequel sequel.

The graphics are a bit thin in some areas, and the Sega machine's color limits constrict some of the visuals, but all in all the Genesis translation gets the Q-Mann's big thumbs up and a toasted Ho-Ho award until the Super Famicom trans appears.

THE Q-MANN REVIEWS...

BATMAN RETURNS-CD

Excuse me, didn't I see this game somewhere before? I knew the Q-Mind couldn't be that rusty...this is the same Batman Returns we all razzed last year! But those wacky execs at Sega have added some boffo scaling scenes to the otherwise mundane side-scroller and a new soundtrack for an experience that's not exactly great, but does give 'em the chance to get new distance out of the same game. Ah, guerrilla

marketing at its best - you gotta love 'em!

If you could buy just the CD stuff there wouldn't be much of a game left, but the content of its predecessor actually weighs down the whole game. Plus, forcing game players to work through the cartridge scenes to get to the good stuff is about as much fun as watching a "My Three Sons" marathon and about as fair as the IRS!

THE Q-MANN PREVIOUS...

STREET FIGHTER 2-CE

Deja vu? No, not at all my little Quarter-friends, this is the new and improved Duo pumping out this 20-Meg masterpiece bearing the same name as well as a striking resemblance to the game at the top of this page.

There is one very important difference between the Genesis and Duo versions of the game, however (and while you're at it, go ahead and throw in the Super NES copy).

The Duo version is much better.

Sure, there may not be as many Duos on the market, but with solid softs like this beauty available for the cart/CD hybrid, you're going to have lines forming.

The action is more refined, the graphics crisper and more colorful, and the interaction absolutely top-notch! Get this game over on these shores right away TTII!

An Ancient tower.
A Hostile land.
A Deadly secret.

*Exclusively for the
Turbo SuperCD system!*

Wicked
Phenomenon



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Get a load of this Bonk! It's Bonk 3 from Hudson/T.T.I. on the Duo.

Bonk 3 is packed with adventure. There is a new two-player mode where you can be two Bonks, but the only problem is they share a life meter! Also, Bonk comes in three convenient sizes: Small Bonk, for those hard-to-reach spaces, Regular Bonk - nuf said, and Large Bonk, for a real big meanie. Watch out for lizard face, he's back, too!

T.T.I.'s main man continues to appear in some solid sequels that combine better-than-average side-scrolling action with good graphics and sound support. The latest installment, with exception, with Bonk thrust into another world filled with dangers and challenges around every corner. A great follow-up!

Bonk is a great character and this third episode really shines. Although it really offers nothing completely new, except for his extreme shape changes, the game is still fun to play! The two-player co-op mode is by far the best feature. That same kooky music and the cartoony backgrounds keep this game going!

Bonk 3 is a great sequel and there are many added touches that keep this game fun. The different size groups and sizes of Bonk are a blast. The game has the same cartoony look and there are huge bosses as always. The addition of two-player simultaneous game play is yet another way this game gets better and better.

Two is definitely better than one in Bonk's latest head-pounding party. The shrinking and growing Bonk modes are purely novelties, a statement of look what I can do," for the Duo. If you ignore that and play alone, you will find too many new features to mention. Bonk 3 MUST be played with a friend to really have fun.



Master thief! Dungeon Master is on the Duo thanks to the marvelous people at T.T.I.

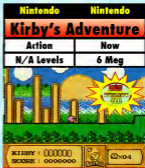
After missing the big Prove-your-a-man festival, Theron, feeling anything but manly, accepts a dangerous mission from the powerful wizard Greylord. He must recover seven ancient symbols of the brave. Encounter eerie monsters and dodge traps. Get set for some serious mind trips in the dungeon!

While the execution is a bit jerky, this game is a great RPG that's aged, but remains worthwhile. Fighting through the enemies and getting around the obstacles and riddles that fill the mazes that comprise this game make DM one of the few RPGs that this boy will call "classic." The music is also outstanding!

Although this game is extremely old, it's still a solid RPG. The sound is average, and the music is very good. The enemies are kind of goofy looking and the scrolling is unique. It's tough to compete with other RPGs on the Duo, but Dungeon Master still gets a strong nod. If you're into this type of game, don't miss out on it!

I guess this just isn't my type of game. The addition of CD-ROM music really doesn't keep this game from being boring to me. The graphics are OK, and there are lots of options and details to keeping your party alive and fighting. There are very few challenges and I found wandering through a dungeon very dull.

Hey, what do you want, a medal? Dungeon Master is a very solid RPG with good music (on CD, it has to be awesome). Even though the soundtrack isn't exactly fitting for the situations, it rocks on throughout the game. The quest is not difficult, but the journey is long enough to keep you adventure fanatics happy.



Eat your way to the next phase of the "Kirby" saga by Nintendo for the everlasting NES.

This time Kirby is linking up with former foe King Dedede. The two are on a mission to save the Dream Spring. The Star Rod, a tool the spring derives its energy from, has broken into pieces. Kirby and the King must put the Rod back together to keep the Spring. Can you join the duo to save their dreams?

I absolutely drill on the technique found in Kirby! The combination of strategies needed while using the abilities of your enemies puts a real spin on the play. The action is top-notch from start to finish and the characters and game play are all cut from Nintendo's strongest molds. A great 8-Bit title that shouldn't be missed.

Can Nintendo pick winners or what? Kirby's Adventure is an absolute blast to play! Kirby's ability to acquire techniques from eaten enemies is fantastic! Perfect play control and many levels are the icing on the cake. The colors, though very pastel, seem a little less, but don't let that turn you away from a really fun game.

Wow! What a surprise! This is one of the best games I have played in a long time, regardless of what system it's on. The graphics are cute and the animations are funny. Incredible game play with tons of power-ups keeps you glued to the screen. A vast improvement over the GameBoy version, I can't wait for the Super NES!

Did anyone call Weight Watchers? Kirby just keeps eating his way to the spotlight each time! Here, Kirby's techniques and power-ups are just what I ordered on the menu of fun. Each level is limited in size, but you must use your wits as well as your dextrous skills to win! Excellent game play really rounds this title out.

TWO POWERFUL BROTHERS,
TWO DEADLY ARMIES,
ONE SURVIVOR.

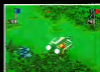
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1 OR 2 PLAYERS!
ARCADE ACTION!
INTENSE STRATEGY!

A GAMING EXPERIENCE ONLY POSSIBLE ON CD.



TURBO-CD, THAT IS.



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Nintendo	Tradewest
Battletoads & Double Dragon	
Action	Now
8 Levels	2 Meg

In a meeting of the minds, Tradewest has teamed up The Battletoads and Double Dragon for an all-out brawl on the NES.

The ultimate team has joined to destroy the giant laser cannon the Dark Queen has launched into space. This combination gives you the street fighting skills of Double Dragon and the bizarre methods of the Battletoads. Take on all eight levels of this action-packed game!

Although I like the pairing of video game characters in their own game, this title, while displaying some good side-scrolling techniques, did have its share of problems. The graphics aren't exactly up to par, even for the NES, and the controls seemed to be slightly haphazard. The combo play is nice, but not superior.

The NES is really getting some hot titles! This is a great cooperative game filled with great moves and awesome combos. It's great to find out that there is always something to fight on the screen. Teaming up with another player to clobber the enemy is a riot. Why weren't NES games this good a few years back?

Yet another great game for the NES! The game play is absolutely incredible. There are tons of new attacks and cool moves for two players. The action is nonstop, and the graphics are surprisingly good for an 8-Bitner. Lots of graphics and neat effects, too. A solid fighting game with loads of action and lots of fun.

Battletoads & Double Dragon uses the best cooperative gameplay we've seen on a NES game! The action of going up on an enemy has been taken to new limits with this fast-action masterpiece. The only problem is the embarrassingly cheap kills in many areas, like being knocked into pits and unblockable attacks.

GameBoy	Konami
Raging Fighter	
Fighting	June
8 Levels	2 Meg

Raging Fighter by Konami will knock your socks off on the GameBoy! It's portable fighting time!

Select the character you want to play as from a cast of seven. Master your "special move" in the Practice mode before venturing onto the Story mode. Finally, compete against the other six players in the Tournament mode. The characters are about 50 percent of the screen. It's a portable fighter's dream!

SP 2 on the GameBoy has been a running joke ever since that game was set to debut on a home system. As strange as a fighting game may sound on a hand-held, this one comes off pretty good, with some slick graphics and well-executed interaction. It's not in the same league as SP2, but it's good. Nice name, too.

Konami has turned up the portable heat with this one! I loved the attacks right from Street Fighter 2, but they can be tough to execute at first. One-player matches can get boring quickly, so be sure to link up with a friend. The graphics are very sharp for the GameBoy and the music is not too shabby either.

For some reason I didn't think a Street Fighter clone would work well on the GameBoy. The moves are similar but can be hard to do in the heat of battle. The graphics are good, but the action seems slow. With a two player link-up, this is about as close as you can get to having a Street Fighter 2 portable.

Surprisingly, Raging Fighter is very impressive for a Gameboy fighting game. The computer is very hard, and the techniques are difficult to master, but after some intense training anyone can kick butt! Raging Fighter will not be for everyone, so don't buy it hoping for SP2 on the go; you will be disappointed.

Game Gear	Sega
Land of Illusion	
Action	Now
N/A	4 Meg

With the quick flash of the hand, Sega has put Land of Illusion with Mickey Mouse on the Game Gear!

Mickey is up to his old adventures again. This time he finds himself in a world of fantasy after falling asleep reading a book. Traverse through an enchanted forest, underwater worlds and castles. Big bosses and creepy creatures are after our friend, but you can jump, swim, skid, hold and throw. Can you survive this dream?

The fluidity of this game is really pretty incredible for the Game Gear. Both the game play and the animations are rendered in a smooth, beautiful form that compliments the simple yet multi-faceted technique. This game is a nice addition to the Game Gear library and one of the better action titles available for any system!

You want it, you got it! Mickey on the portable is terrific! The colors are so good, it's hard to believe you're on a portable system! Control is very precise with neat attacks. The graphics are the perfect length and the difficulty is just right. With more games like Mickey and Sonic, Sega is going to do well this Christmas.

This is portable Mickey at his best. The graphics are colorful and detailed, with cartoony cinematic gameplay. The sounds are decent as well. The game play is really good, and there are lots of techniques and moves to master. Land of Illusion is a great looking, great playing portable with a character you can't help liking.

All right! Mickey is the most marketable character in the USA, so Sega, at least until Sonic gets a few more sequels under his shoes. On the GG, Land of Illusion is bright and colorful, just like its 16-Bit cousin. This is the kind of game I'd like to play on a road trip, with all the action and characters I adore.

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— spinning, firing and flying with fluid 3-D animation. Over 900 way cool combat locales keeps the fighting fresh.

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ACCOLADE



Top Ten

reasons **NOT** to buy Tyrants™

10

Because I don't like lots of **action** and **violence**.

9

Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **Spitwad** is my weapon of choice?

8

Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

7

Because I don't like games that offer **months and months of game play**.

6

Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

5

Because I do not have a **loin cloth fetish**. Really.

4

Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**.

3

Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

2

Because I prefer blowing \$59.99 on a cartridge that's all talk, hype and no **action**.

1

Because I am not worthy of an **adventurous resource management game** that makes other carts look like girlie toys.

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DEVELOPED BY
Sensible

Virgin
GAMES

ELECTRONIC GAMING MONTHLY

NINTENDO

Cool World

Action Ocean

Jurassic Park

Action Ocean

Bubble Bobble 2

Puzzle Taito



Battletoads/Double Dragon

Action Tradewest



Jimmy Connors Tennis

Sports Ubi Soft

SUPERNES

Aliens vs. Predator

Action Activision



Super James Pond

Action American Softworks

Yoshi's Cookie

Puzzle Bullet Proof

Final Fight 2

Action Capcom



Goof Troop

Action Capcom

Mighty Final Fight

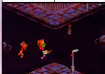
Action Capcom

Congo's Caper

Action Data East

Shadowrun

Action Data East



Kawasaki Caribbean Challenge

Action Gametek

Super Black Bass

Sports Hot B

Alien 3

Action LJN



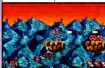
WWF Royal Rumble

Sports LJN



Super Turrican

Action Seika



Kokoma Knight in Dizzy Land

Puzzle Seta

Family Dog

Action THQ



Adventures of Rocky & Bullwinkle

Action THQ

Battletoads in Battlemaniacs

Action Tradewest



Super Caesar's Palace

Simulation Virgin

Wolfchild

Action Virgin



GAMEBOY

Star Trek: The Next Generation

Action Absolute



Raging Fighter

Fighting Konami

Spider-Man 3: Spider Slay

Action LJN



F-15 2

Simulation Microprose

Cool World


Action Ocean


Jimmy Connors Tennis


Sports Ubi Soft


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FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:
The information below was supplied by each of the individual companies, and
is current as of April 15, 1993.

GENESIS	
Toys	
Action	Absolute
Sorcerer's Kingdom	
RPG	American Sammy
Street Fighter 2 CE	
Fighting	Capcom
	

Best of the Best: Championship Karate	
Fighting	Electrobrain
B.O.B.	
Action	Electronic Arts
Jungle Strike	
Action	Electronic Arts
	

Mutant League Football	
Sports	Electronic Arts
TZ: Judgment Day	
Action	Flying Edge
	

F-15	
Action	Microprose
Pirates Gold	
Action	Microprose
Speedway Pro Challenge	
Action	Renovation
Mad Dog McCree-CD	
Action	Amer. Laser Games
	

Thunderhawk-CD	
Action	JVC
Spider-Man vs. Kingpin-CD	
Action	Action
Young Indiana Jones-CD	
Action	Sega
Dracula-CD	
Action	Sony
	

Robo Rumble-CD	
Action	Tengen
	

Terminator-CD	
Action	Virgin
	
GAME GEAR	
Simpson's Bart vs. The World	
Action	Flying Edge

THE SIMPSONS	
	

TZ: Judgment Day	
Action	Flying Edge
WWF Steel Cage Challenge	
Action	Flying Edge
	

Vampire: Master of Darkness	
Action	Sega
Paperboy 2	
Action	Tengen
Battletoads	
Action	Tradwest

Double Dragon	
Action	Virgin
DOO	
Sherlock Holmes 2-CD	
Mystery	TTI
	

Exile: Wicked Phenomenon	
Action	Working Designs
	

NEOGEO	
3 Count Beat	
Action	SNK

LYNX	
Battle Wheels	
Action	Beyond Games
	

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EGM'S TOP TENS



NINTENDO

1	5 MONTHS	-	TECMO, TECMO NBA BASKETBALL
2	8 MONTHS	Δ	ENI, DRAGON WARRIOR IV
3	8 MONTHS	∇	TECMO, TECMO SUPERBOWL
4	2 MONTHS	Δ	HOT B, BLACK BASS FISHING
5	8 MONTHS	-	NINTENDO, SUPER MARIO BROS. 2
6	5 MONTHS	Δ	KONAMI, TMNT: THE MOVIE/TNN PROJECT
7	8 MONTHS	∇	NINTENDO, TETIS
8	5 MONTHS	Δ	NINTENDO, SUPER MARIO BROS. 8
9	4 MONTHS	∇	NINTENDO, DR. MARIO
10	1 MONTH	-	NINTENDO, ZELDA: ADVENTURES OF LINK



SUPER NES

1	1 MONTH	-	NINTENDO, STUN FOX
2	1 MONTH	-	TECMO, TECMO SUPER NBA BASKETBALL
3	8 MONTHS	∇	CNP/COM, STREET FIGHTER 2
4	2 MONTHS	Δ	KONAMI, TINY TOONS
5	8 MONTHS	∇	NINTENDO, SUPER MARIO KNYT
6	3 MONTHS	∇	JVC, SUPER STUN WINGS
7	1 MONTH	-	EN, DESERT STRIKE: RETURN TO THE GULF
8	1 MONTH	-	MIDNPROSE, SUPER STRIKE ANGLE
9	8 MONTHS	-	NINTENDO, ZELDA: N. LINK TO THE PAST
10	8 MONTHS	∇	NINTENDO, NCAA BASKETBALL



GENESIS

1	1 MONTH	-	SEGA, X-MEN
2	1 MONTH	-	EN, TONY LA RUSS BASEBALL
3	1 MONTH	-	US GOLD, FLASHBACK
4	7 MONTHS	∇	EN, NHL/FN HOCKEY '83
5	1 MONTH	-	TRIKER, PATROL FURY
6	2 MONTHS	Δ	FLYING EDGE, NBA ALL STAR CHALLENGE
7	1 MONTH	-	MCCOLLIE, HANDBALL III
8	2 MONTHS	∇	EN, FGN TOUR GOLF II
9	3 MONTHS	∇	SEGA, ECCO THE DOLPHIN
10	3 MONTHS	∇	EN, NCAA RUSH 2



SEGA CD

1	1 MONTH	-	SIERRA, ADVENTURES OF WILLY BEANBISH
2	3 MONTHS	∇	NEOVENTURE, NORD N'VENGER
3	3 MONTHS	∇	SEGA, NIGHT TRAP
4	8 MONTHS	Δ	SONY, IMAGESOFT, SEVEN SHARK
5	3 MONTHS	∇	SEGA, COBRA COMMAND
6	3 MONTHS	∇	SONY, IMAGESOFT, HOOK
7	3 MONTHS	Δ	SIGNET, BLACK HOLE RESULT
8	2 MONTHS	∇	JVC, WONDER DDD
9	8 MONTHS	∇	SEGA, PRINCE OF PENSIN
10	3 MONTHS	∇	JVC, WOLFCHILD



GAMEBOY

1	5 MONTHS	-	NINTENDO, SUPER MARIO LAND 2
2	5 MONTHS	-	NINTENDO, SUPER MARIO LAND
3	8 MONTHS	Δ	NINTENDO, KIRBY'S GEMBLAND
4	5 MONTHS	-	L&N, NBA ALL STAR CHALLENGE 2
5	5 MONTHS	Δ	NINTENDO, YOSHI
6	5 MONTHS	∇	THQ, THE REN & STIMPY SHOW
7	1 MONTH	-	NINTENDO, TETRIS
8	4 MONTHS	∇	NINTENDO, GOLF
9	8 MONTHS	-	NINTENDO, DR. MARIO
10	2 MONTHS	-	KONAMI, TINY TOON ADVENTURES



GAME GEAR

1	4 MONTHS	-	SEGA, SONIC THE HEDGEHOG 2
2	8 MONTHS	-	SEGA, TR2 MARIK
3	8 MONTHS	-	SEGA, STREETS OF RAGE
4	4 MONTHS	Δ	SEGA, THE MINDS: PING BASKETBALL
5	1 MONTH	-	FLYING EDGE, NACH NIVELS
6	1 MONTH	-	SEGA, THE LITTLE MEMMO
7	1 MONTH	-	VINGIN GAMES, SUPER OFF ROAD
8	4 MONTHS	-	SEGA, LEMMINGS
9	8 MONTHS	∇	SEGA, CHAKKAN
10	4 MONTHS	∇	SEGA, BATMAN RETURNS

Babbage's
America's Software Headquarters

The information above is provided
by Babbage's and is current as of
April 12, 1993.

Stone Age Action!



Space Age Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Beautiful Planet 3B is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



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TOP TEN BADDEST SCI-FI SHOOTERS

Those of you who haven't played Viewpoint for the Neo-Geo are really missing an awful lot. Once you play it, you won't have any doubt that this is the rockiest, jamminest, baddest shooter ever. The awesome graphics will blow you away with its smooth animation. Totally kickin', man!



VIEWPOINT
The coolest polygon shooter rocks with intense game play.

STARFOX
Super FX technology blasts this cart as a heavy favorite.

AXELAY
An excellent side-scrolling and vertical shooter. Heavy mode 7.

GRTE OF THUNDER
Hi the Duo's shooter's just don't compare to their top gunner!

SPACE MEGAFORCE
Great use of Mode 7 make this a classic that won't be forgotten!



THUNDERFORCE 3
The wildest, most excellent, shooter from the 3rd in its series.

PARODIUS
The Japan only cart has tons of cute characters and cool music.

MUSHA
Great jams, awesome graphics, & game play, a classic!

GRIARES
Great graphics and sounds. Has some of the coolest weapons!

BLAZING LAZERS
An idios but a goodie shooter for the Turbogate-16.

READER'S TOP TENS

Street Fighter 2 is still the undisputed king of one-on-one fighting games and will stay the best until a better game knocks it off the top spot. But new contenders Mortal Kombat and StarFox could give SF2 a good run. We'll just have to wait and see who sits on top next month!



STREET FIGHTER 2, SNES
Awesome graphics and a killer soundtrack! Simply the best!

MORTAL KOMBAT / SNES
The next best head-to-head game coming soon to your Super NES!

SONIC 2 / GENESIS
The coolest Sonic game thus far. The 2 player option is a big plus!

MORTAL KOMBAT / GENESIS
Look out SF2, Mortal Kombat will give you a good challenge!

AXELAY / SNES.
The pseudo 3-D planet-skimming scenes will blow you away!



CONTRA 3, SNES
An intense combat shooter koozed with heavy mode 7 effects.

FLASHBACK / GENESIS
The fluid animation and involving plot make this game fantastic.

STARFOX / SNES
Super FX technology brings this game in to a whole new realm!

TMT 4 / SNES
These radical reptiles kick some serious butt for their subseries!

STREETS OF RAGE 2 / GENESIS
Axel and Blaze are joined by some new friends in this brawl-o-rama!

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

EDITORS' EGM's Favorite Games!



Nintendo's StarFox



#1 2 MONTHS •
A game as good as StarFox is sure to remain at the top once again. The competition is getting very fierce though. New entries like Street Fighter Champion Edition for Duo and Genesis are taking top spots right away. Look out for Final Fight 2 this cart is extremely HOT! Hype on the street for Silpheed is also rising.

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
STREET FIGHTER 2 C.E. / DUO	2	1	•
FINAL FIGHT 2 / SUPER NES	3	2	Δ
FLASHBACK / GENESIS	4	5	▽
STREET FIGHTER 2 C.E. / GENESIS	5	1	•
SILPHEED / SEGA CD	6	3	Δ
COOL SPOT / GENESIS	7	4	▽
BUBSY / SUPER NES	8	6	▽
TUFF E NUFF / SUPER NES	9	1	•
ROCK 'N ROLL RACING / SUPER NES	10	1	•

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

EGM'S TOP TENS

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1. SNES / CONTRA 3

2. SNES / AXELAY

3. SNES / TMTM 4

4. SNES / STREET FIGHTER 2

5. SNES / SUPER STAR WARS

6. SNES / SPACE MEGAFORCE

7. SNES / OUT OF THIS WORLD

8. SNES / BATMAN RETURNS

9. SNES / ZELDA 3

10. SNES / FINAL FIGHT 2

11. SNES / MORTAL KOMBAT

12. SNES / STARFOX

13. SNES / SUPER TECMO NBA B-BALL

14. SNES / TINY TOONS ADVENTURES

15. SNES / BUBSY

16. SNES / CYBERNATOR

17. GENESIS / SONIC THE HEDGEHOG 2

18. GENESIS / X-MEN

19. GENESIS / STREET FIGHTER 2 CE

20. GENESIS / TAZMANIA

21. GENESIS / MORTAL KOMBAT

22. GENESIS / ALIEN 3

23. GENESIS / FLASHBACK

24. GENESIS / BULLS VS. BLAZERS

25. GENESIS / ROAD RASH 2

26. GENESIS / TERMINATOR

27. GENESIS / STREETS OF RAGE 2

28. SEGA CD / CD SONIC

29. SEGA CD / NIGHT TRAP

30. SEGA CD / SEWER SHARK

31. SEGA CD / WONDER DOG

32. SEGA CD / MONTANA FOOTBALL CD

33. TURBODUO / GATE OF THUNDER

34. TURBODUO / STREET FIGHTER 2 CE

35. TURBODUO / LORDS OF THUNDER

36. NEO GEO / WORLD HEROES

37. NEO GEO / VIEWPOINT

38. NES / SUPER TECMO BOWL

39. NES / TURTLES 3

40. NES / SUPER MARIO 3

41. NES / YOSHI

42. NES / MEGA MAN 5

43. GAMEBOY / SUPER MARIO LAND 2

44. GAMEBOY / METROID 2

45. GAMEBOY / MEGA MAN 2

46. GAMEBOY / DR. MARIO

47. LYNX / NFL FOOTBALL

48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through June 30, 1993.

The First CD-ROM

FLASHBACK

THE QUEST FOR IDENTITY™

12
ONE



For tips and information:

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The Official Flashback-The Quest for Identity
Strategy Guide

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Game in a Cartridge!



Planet Titan: It's a jungle out there. Filled with mutants, antimatter fields and other weird stuff.



New Washington: Find your memory (remember that?) then go under cover to avoid the Heat.



Death Tower: In a futuristic gladiator battle, it's a fight to the finish against replicants.



Paradise Club: You sniff out the aliens' bizarre plans but now they're on to you dude.



Earth: Cops! Your identity is uncovered. Now robot cops want to pulverize you.



Planet Morphs: Surprise! You show up at the aliens' HQ. They don't look happy!



Exclusive 14-page
Marvel® Comic Book
included inside the
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Flashback – the first game ever to pump awesome high-octane CD ROM performance from a cartridge. The action screams along at 24 frames-per-second. Just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a CBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you've got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.



Available for Sega™ Genesis™

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U.S. GOLD

and

Delphine Software
PRESENTS

GAMING GOSSIP

...Time-Warner Creates Sega Channel...Camerica Goes Under...Jaguar Gets New Chips...NEO CD Dropped...
...StarFox Gets Name Change...Sonic Gets A Sister...New Donkey Kong Delayed...Super Soft News...

...Put your pig in the barn and get your sticks out, kiddies, the Q-Mann has returned to rip into the best gossip from around the world! We've got plenty of surprises in store for you this month, including dirt on some super softs and behind the scenes info on a new TV station destined to change the way we live - well, maybe at least the games we play! So cover your mouth and plug your nose, because this month we're diving deep...

...The first toasted ho-ho award this month goes to Sega and Time-Warner for joining forces on the first new games channel to hit the market! The Sega Channel (I swear - you marketing guys kill me with your creativity) will be open for business by the end of the summer, giving you instant access to games via a downloading mechanism that plugs into the cartridge port of your Genesis! Although you won't be able to download games into any kind of permanent storage mechanism (your data's wiped out when the power goes off), you'll have access to a mega-menu of softs and special programs. Playing with this puppy doesn't come cheap, however, with the monthly on-line fee likely to top 200 bucks...Looks like it's time to play taps. Camerica, those wacky guys that brought us the Game Genie (but did we really need it for GameBoy???), have filed for bankruptcy! And I was really looking forward to the Game Gear version...Just in...sources in Japan tell us that Capcom is readying a Super NES version of Turbo SF2 CE!

...Jeepers! Could it really be true?? The Quartermann hears that Atari has done some redesigns on their Jaguar chip set, now relying on Motorola to make a one-piece 64-Bit chip set instead of the previously planned dual 32-Bit boosters! The Atari mystery machine is going to miss the CES party in Chicago this June, but will be unveiled at some special press ceremony shortly thereafter. The gaming gurus at Camp Tramel say its SCSI port, programmable resolution and special sound chip will weigh in at under \$200...Here's one that will get some play on the Rush Limbaugh show! Kaneko has signed on to produce a game based on Socks the Cat! I feel your pain...StarFox is set to explode on the European scene - as Starwing? Why???...Other name change candidates include Mutant League Football by EA which will hit the shores across the Atlantic as Beastball! Whoopie!...Hey postmaster, I just got off the phone with Sush-X (yes, the REAL Sush-X) and he told me to tell you that he'd never have respect for a lame fan mag put out by people who try to sell illegally copied video games. Personally, the Q-Mann doesn't see how anyone could respect a mag that sells the games in reviews...

...EGM subscribers, those exclusive elite lucky enough to get the one and only newsletter produced by yours truly, got a bundle of inside info last month on new softs set to hit the market soon! Since then, the Quarter-Fiend has gone undercover to dig up the development of other titles soon to see reality...That Donkey Kong follow-up the Q-Mann told you about so many moons ago has been placed on the Phillips CD-I and Super Famicom CD platforms and should be finished sometime next year...Here's a power play! Konami, strangely short on games as of late, has captured the rights to release the LucasArts spec soft, Monsters! They've renamed the beastly blaster "Zombies Ate My Neighbors." Huh?...Also new from the special 'K' is a new Castlevania game for the Sega 16-Bit called Bloodlines, coming for X-Mas...Absolute is working on a Gooty game. How appropriate...Look for Steven Seagal to come to life 16-Bit style from Tecmagik later this year...

...With smokin' Joe going to KC, the big question is whether Sega will change his jersey colors in Montana '94...Virgin is on fire with a virtual potpourri of sizzling softs heading for the Super NES, the Genesis, and the Sega CD! Among the keynote carts you'll find Disney's Aladdin (a project that has put the Jungle Book on hiatus), Robocop vs. Terminator (cool transfer from the deady Dark Horse comics set - by the way the Robocop won), Chuck Rock 2, Dune 2 as well as the original Dune, and Cool Spot for Sega CD...Due out in July for the 8-Bit Nintendo is the Super Mario Collection from, you guessed it, Nintendo! Even though he big "N" didn't have to spend any coin for this new cart, you do get to see the original Japanese Super Mario World 2 for the first time (it features more adventures set up like the first)...One last software note has the folks at Sega's Midwest development facility tooling up to put EA down with their own rendition of 16-Bit Sega hockey! You guys should really take the rollerblades off before you start programming though...

...The NEO-GEO has officially put their CD-ROM peripheral on hold indefinitely due to "changing conditions" that include the introduction to 3DD and the announcement of a Nintendo CD soon to follow. Come on, show a little backbone...Finally, Sega has a trio of new games in development, including Streets of Rage 3, a gun game by the programmers of Konami's Lethal Enforcers coin-op called Gun Star Heroes, and a new spin on the Sonic saga called Sister Sonic! The last is apparently an RPG starring Sonic's lost sis which may debut at Toy Fair in June...

...What do you get when you combine Midas with John Coltrain's favorite instrument? EGM's first big biz partner...Finally, the Q-Mann splits with one last reminder - I'll be reporting on the video game scene soon and talking to some of the hot talent inside the industry in a new magazine called HERO ILLUSTRATED! Look for it and learn...

- QUARTERMANN

THE TERMINATOR & ROBOCOP NOW HAVE SOMEONE THEY CAN LOOK UP TO.



Introducing **Cybernator**, the 21st Century's biggest hero and the baddest cyborg ever to blast onto your Super NES™. Standing five stories tall and loaded with stunning graphics and firepower, this mechanized marine overshadows and outguns all other 16-bit metal heads. From the **Cybernator's** command cockpit you'll control five tons of



tail-kicking, Axis annihilating battle armor and the Enemy Eliminator with 360° firing range. You'll also power a hyper-space propulsion pack that launches **Cybernator** through seven levels of digitized devastation. So if nuts and bolts busting action is your game, check out **Cybernator**. The future of 16-bit warfare today!



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EGM EXPRESS

TURBO SF2 CE COMING TO NINTENDO!

With the ink hardly dry on the press releases announcing SF2 CE for the Genesis and Duo, Capcom of Japan has just confirmed the rumors that they will bring out a version of their newest arcade hit - Turbo SF2 CE, for the Japanese Super Famicom later this year!

Sources in Japan close to Capcom have informed EGM that this version of the game will be either 20 or 24 Megabit, and that it will be out in Japan by September. With such a high meg count, it is estimated that the list price could be as high as 12000¥ (\$100).

When questioned, officials at Capcom USA would only say that "... its parent company Capcom Co. Ltd., will release SF2 Turbo for the Super Famicom in Japan later this year. The release of a Super Nintendo version in North America is under consideration, but not yet planned."

Sources indicate that the quality and presentation are expanded to accommodate changes in last year's hit!



Besides adding more background detail and animation, Turbo SF2 CE for the 16-Bit Nintendo will also have all of the new character moves from the coin-op hit built in!



Like the Champion Edition versions for the Genesis and Duo, the 16-Bit Nintendo Turbo version will allow the game player to play as each of the bosses!

PLAY NES GAMES ON YOUR SUPER NES!



Play all of your old NES games on your Super NES with the Superdeck!

While in England attending the ECTS, our ace correspondent caught a glimpse of the top secret new Super NES peripheral being made by Homby of England. This revolutionary device, called the Superdeck, lets you play all of your older 8-Bit NES games on your 16-Bit Super Nintendo!

While not too descriptive as to how it works, Homby representatives stated that the SD does not violate any of Nintendo's NES patents as the games are played through software emulation and "hardware trickery." Yeah, right!

The good news is, it works! Homby expects to have the Superdeck in the stores this fall at a list price of about £40 (\$60).

For the U.S. EGM has learned that both America and Innovation are interested in bringing this device to the States. Considering that new NES' go for about \$70 sources say that Homby will have to reduce the production costs so that the SD will sell for no more than \$49 here.

Nintendo, when contacted, would not comment on the Superdeck.

(CONTINUED ON PAGE 58)

Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in *Milon's Secret Castle*. Fight off dinosaur invaders in *Bonk's Adventure* or explore a world of magic and imagination in *Felix the Cat!* Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.



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MEGADRIVE 2, MEGA-CD 2 HIT JAPAN

SEGA CHANNEL COMING TO TV!

Sega of Japan has just brought out a new version of their 16-Bit game system/CD combo. The new components are called the Mega Drive 2 and Mega-CD 2.

What is most important about these systems are their prices. By consolidating circuitry and removing some of the minor features Sega has been able to reduce the list prices of the MD2 to 12,800¥ (\$105) and 29,800 ¥ (\$250) for the CD2. It should be noted that these prices are 'bare bones' and do not include any software. These are list prices, though. The MD2, discounted, will sell for about \$85 (20% off) and the CD2 is expected to approach \$225 (10% off).

When officials at Sega of America were contacted for comment (see Page 52 of last month's EGM Express), they pointed out that it will be very difficult to match these prices here in the U.S. Extra costs due to shipping, handling and customs are additional 'hidden costs' that the U.S. products must have built in.

For the most part, the MD2 and CD2 are functionally the same as the older versions. Gone, though are the earphone jack and volume control on the MD2. The differences in the CD players are the simpler access LED light and the new 'clam-like' CD door. A new 6-button controller is the pack-in stick with the MD2.



In order to be more price competitive, Sega will release a new Mega Drive 2 and Mega-CD 2 with fewer features.



Along with a new sleeker design to the system, the intro software gets a facelift.

Sega, Time Warner Entertainment and Telecommunications Inc. (the world's two largest cable companies) have just inked a deal to form a joint venture to develop and market "The Sega Channel." This new concept will offer Sega Genesis owners access to a large library of video games via cable television.

The Sega Channel, to be priced in the range of most pay-cable subscription services, will be launched in test markets this fall. If all goes well, TSC could be available to all U.S. cable systems by early 1994!

Sega states that the subscribers to its channel will be able to choose from a wide selection of popular games, previews, and soon-to-be released titles, game play tips, news, contests and promotions. They plan to update the programming every month.

To get TSC, subscribers will have to purchase a special tuner/decoder cartridge which plugs into the Genesis and attaches to the TV cable. After selecting the item desired, the game is downloaded into the cartridge for play as long as the Genesis is turned on. No prices have been set yet.

SEGA READIES 4-PLAYER TAP FOR CES INTRO

Sega is just putting the finishing touches on their new four-player adapter called the Sega Tap. Sources have told EGM that the tap will be at CES along with one or two games.

One of the games will be a soccer game called Striker, which is being

prepared in England. The second game will probably be Tengen of Japan's Gauntlet.

The Sega Tap is scheduled to come out in Japan this summer and cost about 3000¥ (\$25). It will be available this fall in the U.S. for about the same price.



The Mega-CD 2 will also work with the older Mega Drive with an extender plate.



Sega's four-player adapter called the Sega Tap (left pix) will be available this fall along with two games - Striker (center pix) and Gauntlet (right pix). The tap is expected to sell for about \$25.



IF YOU
THINK IT
LOOKS
LIKE
THIS GOOD
STANDING
STILL,
IMAGINE
WHAT IT
LOOKS LIKE
AT 300
R.P.M.



The average CD spins at a speed of 300 rotations per minute. Then again, DUO systems and CD games are anything but average. DUO can display 512 simultaneous colors. (That's hundreds more than the other guys.) Each and every DUO system comes with Gate of Thunder, Bonk's Adventures, Bonk's Revenge, Y's I and Y's II. A whopping \$249 value for free. Gratis. Not a penny. Also available are Lords of Thunder, Bomberman '93 and all the games shown on the left. Coming soon is John Madden's - CD Football, only available on DUO. Hook DUO up to your stereo and play CD's. Or hook DUO up to a PC and use it as an external CD-Rom drive. All this and more, for around \$299. 300 R.P.M. 299 bucks. A gazillion advantages. All at one number. Simply call (310)337-6916 for more details.



DUO

**I OPENED THE BOX AND A
FIGHT BROKE OUT.**





So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action.** I reach for

my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, **BAM! OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAA!



Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start **shredding** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now **I'm in control of this game.**

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!



SUPER SLAP SHOT™ Bust one open.



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LEADING EDGE

SATURDAY NIGHT SLAM MASTERS

Welcome back arcade junkies! As you will remember, last month here in Leading Edge we previewed Capcom's latest mega-cool arcade game Saturday Night Slam Masters. This month, we thought it only appropriate to give this fantastic new coin-op FULL-FEATURED-IN-YOUR-FACE-SUPERSTUPENDOUS-EGM-BLOWOUT-COVERAGE!!!

Arcade goers have, of late, been yearning for a new brawling game with loads of technique and special moves. Due to the immense popularity of games such as Street Fighter 2

and Mortal Kombat, many people feel that nothing new and exciting could be offered in this genre. Saturday Night Slam Masters will prove these folks wrong!

You get to choose between eight different wrestlers. Each of these wrestlers has two special moves which require the player to execute different joystick/button combinations. At this point you're probably saying, "Oh great, that's nothing



Our old friend Haggard is back from Final Fight to join in on the wrestling fun!



Some of the wrestlers, like King Rasta Mon have serious attitude problems!

new." The big difference is, because wrestling involves a lot of grabbing, you must be aware of many things. For example, if your opponent is lying on the ground, and you want to execute a certain move, you must notice whether he is face-up or face-down. Or if his head is toward you or away from you. Although this sounds pretty complicated, the moves are set up very logically.



AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



There are some handy weapons available like a bucket, chair, table or a safe! Here we see Oni about to give King Rasta a little present!

SAMMY'S TRIPLE WHAMMYS!!

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The Only Ping-Pong Game
of its Kind!



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"2 Player Competitive Action!"



FOOTBALL FURY™



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AT LAST... USER FRIENDLY FOOTBALL!

"2 Player Competitive Action!"

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ALEXANDER "THE GRATER"

Special Attack- The Patty Cake Slap
 Super Slam Move- Tornado Toss

BIFF SLAMKOVICH

Special Attack- The Sonic Fist
 Super Slam Move- The Gut Crush

MIKE HAGGAR

Special Attack- The Spinning Clothesline
 Super Slam Move- The Spinning Piledriver

GUNLOCK "THE LOOSE CANNON"

Special Attack- The Sonic Fist
 Super Slam Move- The Gut Crush

SPECIAL ATTACK



SUPER SLAM MOVE



SPECIAL ATTACK



SUPER SLAM MOVE



SPECIAL ATTACK



SUPER SLAM MOVE



SPECIAL ATTACK



SUPER SLAM MOVE



THE GREAT ONE

Special Attack- The Cyclone Kick
 Super Slam Move- The Neck Wrecker

KING BASTA "MON"

Special Attack- The Jungle Fever
 Super Slam Move- The Dreadlock Drop

EL STINGRAY

Special Attack- The Jalepeno Comet
 Super Slam Move- The Atomic Diver

TITANIC TIM "THE BATTLEAXE"

Special Attack- The Killer Tsunami
 Super Slam Move- The Titan Breaker

SPECIAL ATTACK



SUPER SLAM MOVE



SPECIAL ATTACK



SUPER SLAM MOVE



SPECIAL ATTACK



SUPER SLAM MOVE



SPECIAL ATTACK



SUPER SLAM MOVE



Basically, there are two modes of play: One-On-One or Team Battle. In the One-On-One mode, it's just you and your opponent (either another player or the computer). In Team Battle, however, four players can play at the same time on two opposing teams. Now, here's the juicy part, using the various moves

and the wrestler's abilities, each team must work together as a unit. There are literally hundreds of different combinations that the two players may use.

For example, if one player

throws the other member of the attacking team can give the guy a "clothesline" after his partner has flung the adversary into the ropes!

Since the game is based on the "winner plays, loser pays" idea, if one member of the team is knocked out of contention, his teammate may stay in. The loser, on the other hand, must buy back in. When you stop and think about it, this is infinitely more fair to all of the players.

Capcom has even made plans to hold a national Saturday Night Slam

Masters competition sometime this summer, so keep your eyes open for more on-air highlights from in EGM!



Take your pick from eight of the world's meanest, most ruthless wrestlers.



A pin will win the match (maybe) if your opponent is out of energy!



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IT FOR
A SPIN

TAZ-MANIA



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AVAILABLE
ON MS-DOS
AND
AMIGA

ONE
OR TWO
PLAYER
ACTION!

THE LOST VIKINGS

It To Go Home!

Erik the Swift, Baleog the Fierce and Olaf the Stout need serious help! Sucked into an alien spaceship, our pillaging friends are hurled through time, space and alien lands. With a jammin' musical score, our space-faring heroes come alive and humorously fight their way through 35 rip-roaring levels and solve the puzzles of Prehistoria, Egypt, The Great Factory, Wacky World and more. To order "The Lost Vikings," call 1-800-969-4263 or see your local retailer.



Interplay

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ENTERTAINMENT SYSTEM



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THE GAME DOCTOR

Q & A Time

Welcome back, y'all, to another gab session with the Silicon Sawbones. We've got a Game Doc Prize Packet winning question to lead us off this month (and by the way, folks, we're a little behind in getting those packets out, so please be patient.) If, however, more than a month has passed since the issue with your winning letters appeared, give us a shout and we'll take care of it immediately, okay?

Q: I was recently flying cross-country and was asked by a stewardess to actually turn off my GameBoy—she said it was interfering with the plane's operation. Is this possible, Doc?

Leon Castlebury
Reno, NV

A: Believe it or not, Leon, it may be true. According to a feature syndicated by the AP, some 40 pilots have complained to the FAA about onboard electronic gadgets—from laptop computers to

CD players and even humble GameBoys—fouling up their equipment. At the moment, the FAA prohibits only cellular phones and radio devices, but it is studying the possibility of extending that ban to include even such seemingly harmless devices as calculators! It seems pilots have recorded instrument readings that were wildly inaccurate and attributed the phenomena to electronic devices. We'll be following this subject in the future, but for now you can probably keep playing!



Is your GameBoy causing interference with airline flights?!

LETTER OF THE MONTH

We just heard the results of this year's Hill Invitational Video Game Tournament. So let's have the host, Mr. Jayson Hill take it away and provide the results:
"Almost all the inquiries I got (as a result of the Tournament being mentioned in this column)

were from classic game collectors whom I now correspond with. We had a fair turnout, 23 people, but great participation in the **Space Invaders Tournament**. No prior champ was able to make it this year, so we have a new champion, Brent Hubbell!"

Q: One of the many reasons I love the Game Doctor [editorial blurb: GD] is that you can answer any video game question honestly and accurately. The question I have concerns the Duo. I own a TurboGrafx-16 with the old CD player, and I know I can play the Super CD games on it with the system card 3.0. The question I have is: will I be able to use the computer hook-up with the older CD-ROM for the Duo? I hope I can, because I would really hate to have to sell the old CD-ROM so that I can have one on my computer.

Besides, what is the technical difference anyway?

David Pavlina
Westchester, CA

A: Good news, David! According to TTI you can, in fact, use your older model CD-ROM drive with your computer. As for the differences between the two systems, the primary advantage of the new CD-ROM drive is its enhanced access speed. I believe there is also more buffer space in the new version. Buffer space is important since in most CD-based video games, the program is not running directly off the CD—instead, the game, or sections of it, as in multi-level contests, are loaded into a buffer area, from which they can be accessed with the speed of a ROM cartridge.

Feeling better? Good, that's what we're here for...

And that about wraps us up for this issue. Remember to send those questions, comments and corrections to: The Game Doctor (EGM), 330 S Decatur, Ste. 152, Las Vegas, NV 89107. Aloha!

THE LOST VIKINGS



Now You Can Find Them At

SEARS
FUNTRONICS



SUPER NINTENDO
ENTERTAINMENT SYSTEM

Interplay™



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 ...nt mar... four of... fri... call...
 ...e so much fun... through...
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BOMBERMAN '93™

The latest multi-
player game from
TTI. Also known
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Plays on both Duo and Turbo
Grafx systems.

Drop bombs off strategically or,
with a bit of skill, kick them toward
your opponents.



Play solo against the
machine. Or play
against one to four
friends. If you even have that many, there's also
a 48-level game to test your patience.

For more info,

jet to your nearest TTI
dealer today. And
remember: With
friends like you, who
needs enemies?



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CUT HERE TO ORDER LETTERS

CUT HERE TO ORDER LETTERS

CUT OUT AND MAIL FOR FREE 5 PLAYER TAP

Name _____ Age _____

Address _____ Phone _____

City _____ State _____ Zip _____

Turbo Duo Turbo Grafx
 Duo Duo Duo Duo
Please send me information on Bomberman '93. I would like to know more about the game.
I would like to know more about the game. I would like to know more about the game.
I would like to know more about the game. I would like to know more about the game.

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

By Terry Aki

Hold onto your hats, because I just got the latest info on some of the latest and greatest games to hit the Land of the Rising Sun. With anticipation, I was able to get into the CSG (Consumer Soft Group) show in Japan, where a lot of new carts were being shown for the first time.

Easily the best of the show was Street Fighter 2: Champion Edition for the P.C. Engine. This 20-Meg cart was the talk of the show. In fact it had its own room, where players clustered around the booths trying to catch a glimpse of their favorite warriors. Silpheed was at the show, and was closer to completion, and the same for R-Type III. Say goodbye to slowdown!

Other spectacular sights to see included the unbelievably fast Time Dominator, and the intense motorcycle action of GP-1.

These games should come to the States pretty soon. This show was the best one yet, and though my feet are sore, it was well worth seeing. I can hardly wait to see what's next!



WORLD NET
INTERNATIONAL GAMING INFORMATION NETWORK

IREM OF JAPAN

R-TYPE III

SUPER FAMICOM

UKN. MEG

CARTRIDGE

The vile Bydo empire has returned to finish the planet Earth and her colonies once and for all. With their extensive armada they have swarmed the galaxy, slaughtering many hapless humans, leaving pain and suffering in their wake. Only one ship in the Earth's forces can possibly hope to save the human race from extinction; the R9. Equipped with a specialized Droid unit, the ship is able to annihilate large numbers of aliens. Will it survive? That is up to you.

R-Type III features a ton of levels, each varying from the vacuum of space to an alien nesting ground. All the levels will prove tough to crack.

R-Type III is the latest in this popular line of shooters. Like the previous versions, this one features hot graphics, non-stop action and awesome power-ups. The one problem that plagued the earlier games has been almost eliminated: slowdown. With the slowdown taken care of, this cart proves to be one of the better shooter attempts in the market.



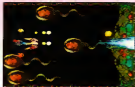
Use your special bombs to utterly smash the bad guys.



Mini-bosses are a real pain if you are not powered-up.



If you hold down the fire button, you can release for a big shot!



Freakin' Awesome



"Super Turricon will give you the worst beating of your video game life"

GAMEPRO Magazine

"One of the best"

Electronic Gaming Monthly

"Blazing graphics, Dolby Surround and smooth action make this the best Turricon ever"

Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turricon™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

 **SEIKA**
Breakin' All The Rules™

INTERNATIONAL NEWS

BEAM IT DOWN!

Nintendo of Japan made news when it purchased Japan's one and only satellite broadcast pay radio station. Now with its new-found resources, Nintendo of Japan is planning on broadcasting a variety of things, ranging from game information to weather reports. More excitingly, it opens up new doors to on-line video game contests. Imagine not just seven opponents at Mario Kart, but all the kids in Japan!

To tune into the system, a decoder (pictured below), and an adapter are required for operation, along with a Super Famicom. Some nationwide simultaneous game contests can be expected in the future. The latest in the Dragon Warrior and Final Fantasy series may also be released on this format. The next as-yet-announced Mario adventure is also rumored to be compatible. Educational software is also in the works. Can this possibly be the future?



This is the decoder that attaches to the Super Famicom.



St. Giga, a broadcast pay radio station, is controlled by Nintendo.

SEGA OF JAPAN

GUNSTAR HEROES

MEGA DRIVE

8 MEG

CARTRIDGE

Just recently, Sega of Japan showed one of their latest creations: Gunstar Heroes. It is a colorful action quest for one or two players. It looks great, and could make it to these shores.

Gunstar Heroes is about a group of heroic warriors devoted to maintaining peace throughout the galaxy. The whole adventure spans across the universe, and takes place on some pretty wild areas. Gunstar Heroes is very light-hearted, with cartoony graphics. Don't get me wrong, this game is great for players, because there is a lot of strategy to be found here. With the added bonus of being able to have two players compete simultaneously, this game really rocks. Gunstar Heroes looks very impressive.



The underground centers are just teeming with soldiers.



The enemies, though cute, are quite deadly.



Throughout the realm, swarms of vicious aliens attack!



Run for your life from the unstoppable mechanized soldier!

MASIYA OF JAPAN

RANMA 1/2

MEGA CD

CD

CD-ROM

The wacky bunch from the popular show by Rumiko Takahashi has yet another game based on its characters. Since it's on the Mega CD, this version has cinemas direct from the show. The game plays like an interactive cartoon, giving certain options when the situations present themselves. Can Ranma get out of all the mischief in store for him in this latest game of martial arts madness?



Ranma fights Kunoh in hand-to-hand combat. Hopefully Ranma won't get wet.

Use the pass-word function to pick up where you last left off in the game. Nifty!



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GAMES II



ULTIMATE CHALLENGE

Snowboarding

Bodyboarding

Hang Gliding

Skateboarding

Jet Surfing



Grand Prize
(1 winner)
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Stereo System
(\$2000.00 in value)

Grand Prize
(1 winner)
Wide Screen Stereo
Color Project. TV
(\$3500.00 in value)

Snowboarding

Bodyboarding

Hong Gliding

Skateboarding

Jet Surfing

**Entry
Closed**

**Entry
Closed**

**Entry
Closed**

**Entry
Deadline
5/31/93**

**Entry
Deadline
6/30/93**

In Each Event:

2nd Prize (1 winner)
3rd Prize (1 winner)
4th Prize (2 winners)
5th Prize (30 winners)

Comcorder, (\$1000.00 each in value)
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Compact Disc Player, (\$250.00 each in value)
Boy London Watch, (\$50.00 each in value)

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette"? Here's your chance to achieve greatness in five way-out events, plus win some ultra cool prizes to boot. So buy California Games II for your Super Nintendo, start practicing, and match your skills against the world! See scoreboard, above, for entry deadline dates. Watch the scoreboard for future details in EGM and Game Pro magazines.

Rules:

- Each event will be played and scored separately. When you think you have a top score to beat, take a photo of your score with you in the picture and send it to:
DTMC Inc., "Ultimate Challenge", 370 Convention Way, Suite 202, Redwood City, CA 94063.
 - **Include your name, address and phone number with your entry. Entry must be received by DTMC on or before entry deadline date.**
 - If your score stands at the end of the event, you'll win the **GRAND PRIZE** for that event. Of course, you can keep playing and send in another score should you top yourself.
 - All other prizes will be awarded based on other top scores for each event. In the event of a tie score, our judges will randomly draw a winner, with the other player(s) dropping to the next level of prizes. The decision of the judges in the selection of the winner is final. Prizes are not transferable. Prizes listed are subject to availability. DTMC Inc. reserves the right to substitute prizes of equal or greater value or cash. Taxes are the responsibility of the winner.
 - Neither DTMC Inc. nor the judges will be liable for lost or misdirected mail. Incomplete entries are ineligible. Employees, families and affiliates of DTMC Inc., EPX Inc. and Silicon Sporey are not eligible to enter. Not sponsored by Nintendo. This contest is open to residents of the USA and Canada only. This contest is subject to all federal, state and local laws and regulations. Void where prohibited.
 - Winner names, photos and prize information may be used by DTMC Inc. for promotional or advertising purposes without further compensation.
- To take a photo of the Super NES screen, use a 35mm camera without a flash. Turn off the lights in the room and take your best shot.

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SUPER NINTENDO
ENTERTAINMENT SYSTEM



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INTERNATIONAL NEWS

ISLAND ECSTASY

What would you say if you heard there was an island made just for amusement and nothing else? Well, on May 8, a new amusement park will open on a man-made island in Yokohama, Japan. Sega will be there with Carnival House, a 32,000 sq. ft. covered dome with a thirty-foot ceiling. Besides the usual complement of carnival rides, you can bet on Sega's newest amusement machines including the AS-1 simulator being there. Unfortunately, as Carnival House is intended for families, video games probably won't be installed there. Even then, Japanese players are licking their chops at the mere thought of their first crack at the debut of the eight player Virtua Formula polygon racer, which could possibly make its appearance there. Who knows, maybe video games will make their way into Carnival House yet. And if they do, it'll be there with the news.



This whole island is designed with amusement in mind. Wow!



The AS-1 simulator will be one of the attractions there.

SOFT VISION OF JAPAN

ELIMINATE DOWN

MEGA DRIVE

UKN. MEG

CARTRIDGE

Eliminate Down is an intense shooter set in the darkest reaches of space. Pushing the Mega Drive to its limits, this hot cart will fill your TV screen with some of the fastest, most furious action in a long time. Your starship can be powered-up with the usual assortment of weaponry. You will need it, because the alien armadas are bristling with weapons. Eliminate Down looks pretty darn good. Stands out against others of its type.



This sea beast is very easily killed with a few shots to its weak point.



Space worms attack amidst the fleet of star ships.



Ground-based ion cannons can totally annihilate your ship.



Your ship can be powered-up to immense proportions.

NINTENDO OF JAPAN

JOY MECHA ROBOT

FAMICOM

2 MEG

CARTRIDGE

Joy Mecha Robot is Nintendo's latest game for the Famicom. In four stages of robotic fighting action, you guide a clown-like robot through some serious battles. As you get farther, you can reform defeated enemies, and have them on your side.

There's also a two-player mode where you can choose from one of 36 mechs. Each character has four kill moves. Hopefully it'll come here!



This weird ostrich mech is the first level boss. Defeat him to get further.

Match up your skills to that of your worthy opponents. You'll win more matches.





Demonic powers. Medieval torture chambers. Black magic. Where do I sign up?

Dungeon Master - Theron's Quest™ The Saga Continues.

DUNGEON MASTER™ THE ONLY FIRST PERSON POINT-OF-VIEW ROLE PLAYING GAME AVAILABLE ON CD THAT LETS YOU EXPERIENCE FIRST HAND WHAT IT WAS LIKE TO BE A MEDIEVAL DUNGEON MASTER, WITHOUT HAVING TO WEAR TIGHTS AND A BOWL HAIRCUT.

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INTERNATIONAL NEWS

ACHIEVEMENTS...

As expected, Nintendo and their licensees swept the Games categories of the top annual Japanese Software Competition conducted by the Yomiuri Newspapers, (Japan's largest national newspaper). Capcom's Street Fighter 2 beat you on stiff competition to seize honors as the top game for '92. The other four nominees were Final Fantasy V (Square, SFC), Dragon Warrior V (Enix, SFC), Super Mario Kart, and Derby Stallion National Edition (ASCII FC). Yomiuri Newspapers also conferred its special awards to Imagineer's SFC Sim Earth and Mario Paint. From a readers poll, the Famitsu Weekly magazine crowned Dragon Warrior V as the best game of the year. To top it all off, Nintendo's Shigeru Miyamoto of Zelda and Mario fame, scored another multi-million seller with Super Mario Kart. It seems like a dead certainty that he will keep his chain of platinum hits unblemished with StarFox this year.



Street Fighter 2 was the top game of '92 despite the other contenders.



Dragon Warrior V received accolades from many sources.

DATA EAST OF JAPAN

SENGOKU DENSYO

SUPER FAMICOM

UNK. MEG

CARTRIDGE

For those of you who are looking for an inexpensive route to play NeoGeo games, here is yet another convert. Sengoku Densyo is about a medieval lord who has risen from the past to wreak havoc upon the world. To stop the evil, two fierce fighters have come forth the take on the insidious hordes. Receive other spirits to help you! The conversion isn't too shabby, and fighting fans will enjoy it.



Ninjas and genetic mutants will attack without fear, causing a lot of damage.

Destroy the hulking giants before they slice you with their lumbering swords.



SYSTEM SACOM CORP. OF JAPAN

BATTLE MOBILE

SUPER FAMICOM

8 MEG

CARTRIDGE

An interesting driving game is hitting the Super Famicom. It's rather similar to the classic arcade game Bump N' Jump, complete with the overhead perspective. However, this game has several things which set it apart from the other game. For example, there are many types of vehicles on the road. Also, there is the awesome feature of a two-player mode. It's just simply a lot of fun!



The trucks drop the two players down, and it's player against player to the finish.

In the one-player mode, ram into your enemies to destroy them. What fun it is!



TOSHIBA-EMI OF JAPAN

SUPER BACK TO THE FUTURE 2

SUPER FAMICOM

8 MEG

CARTRIDGE

The Back To The Future movie series always seemed like it would make a great video game. Well, now it has. Super Back To The Future 2 takes the second film and uses it as a guideline to make a detailed action game.

Travel through time with Marty McFly, and guide him on his famed hoverboard. The Mode 7 effects of the Dolorean scaling through the sky are cool. The game follows the film closely.



The levels are drawn well, and are based on scenes from the popular movie.

Biff will attack you in the future, using his extendible rod to hurt Marty.



DRAGON'S LAIR



Available
Now!

Not Recommended For Cowards.

From deep within Mordroc's Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Singe, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear — but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the **DRAGON'S LAIR**.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

DATA EAST USA, INC.
1490 Latta Orchard Dr., San Jose, CA 95125

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INTERNATIONAL NEWS

WHAT'S IT MEAN?

Surprisingly, not many people know the meaning behind the name Nintendo, or the other companies much less. (Not even our Ed knew!) Nintendo comes from an old Japanese saying that loosely translates to "Do the best of your abilities and let the heavens determine the outcome." (Sorry it loses a lot in the translation.) However, the three Kanji symbol characters composing Nintendo can also be directly translated as "The house-where-you-leave-it-up-to-the-heavens," in other words, a casino. In that sense, it's a name perfectly suited to a company that was and still is the top manufacturer of traditional and western style playing cards in Japan. (That's why most people over 40 in Japan tend to think of Nintendo as a playing cards brand, not that they're wrong.)

Out of interest, for those of you wondering where Sega gets its name, we've got the answer. Sega takes its name reflecting its arcade roots: SEvice and GAmes, using the first two letters of those two words. Once you know, it seems kind of simple now, doesn't it? TTI's mother company NEC stands for Nippon Electric Company. So there you have it, the mysteries of the Orient are revealed. Just a little trivia to throw to your friends!



Nintendo takes its name from its old playing card roots.

SEGA OF JAPAN

AFTER ARMAGEDDON

MEGA CD

CD

CD-ROM

A terrifying quest is erupting onto the Mega CD. This dark journey is set after an apocalypse, where the majority of life on Earth has been enslaved by hideous creatures. You are a 15-year-old slave who has found a mystical book that lets monsters join your side. The only way to power them up is to have them eat people! Journey down the dark side with After Armageddon. It's a load of thrills!



In this magical room, something truly magnificent will happen to you.

The man-eating monsters make the deadliest enemies in After Armageddon.



INTEC OF JAPAN

GALAXY GAYVAN

SUPER CD-ROM

CD

CD-ROM

A brand new two-player simultaneous action game is about to come out for Super CD-ROM players. Entitled Galaxy Gayvan, this fast-paced game features the adventures of two warriors: Gayvan and Mitchi, as they fight the forces of evil spreading throughout the galaxy.

Galaxy Gayvan is a visual feast. Its backgrounds and animation are lively. Owners of a Super CD-ROM should see it!



Armored battle-suits help protect you from enemy attacks.

The underground caverns hold a great deal of trouble for Gayvan!



SEGA OF JAPAN

BARE KNUCKLE 2

GAME GEAR

UKN. MEG

CARTRIDGE

Join the brave quartet of fighters as they attempt to rescue their friend Axel from the confines of the sinister Mr. X! Tape your feet to the music of Yuzo Koshiro. This sequel is sized down only a little bit from its 16-bit brother, but loses almost nothing. For the roughest fighting cart seen on the Game Gear, try this one! Watch for this to come to the U.S. as Streets of Rage 2 later this year.



Bare Knuckle 2: coming soon to a Game Gear near you!

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-THE GUINNESS BOOK OF RECORDS 1993



STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

IT'S THE ONLY ROAD BEAST ON THE GLOBE THAT CAN BE CALLED "FASTEST IN THE WORLD."

SO KEEP YOUR LOTUS, FERRARI AND PORSCHE IN THE GARAGE....JAGUAR XJ220 HAS ARRIVED.



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BURN RUBBER ON WORLD TOUR OR GRAND PRIX CIRCUITS—32 COURSES IN ALL; SAND CHURNERS IN EGYPT, SWAMP FISTS IN THE OUTBACK, EVEN SNOW JOES IN THE ALPS.



AFTER EACH RACE ON THE CIRCUIT, USE YOUR EARNINGS TO MEND YOUR WOUNDS—FROM BODY REPAIRS TO A FRESH SET OF TREADS TO A NEW TRANSMISSION.

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-SEGA VISIONS



CUSTOMIZE AND SAVE UP TO 16 OF YOUR VERY OWN TRACKS WITH TWISTS, TURNS, HAMPENS, CHICANES AND BACKGROUNDS—LIKE TUNNELS, BRIDGES AND CROWDS.

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LET'S R



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RUMBLE**



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- * "DIRTY TRICK" CHOKE-HOLDS, EYE-GOUGES AND BACK-BREAKING CHAIR-SLAMMS!!
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YOU MAY BE READY TO WRESTLE... BUT ARE YOU READY TO RUMBLE?!!

JUMBLE!



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"THE MARCOSSIS" EYE-GOUGE!



TWO- AND THREE-MAN
TAG TEAM ACTION!



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BRET™ "HIT MAN"
HART™



SHAWN
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ALSO AVAILABLE **WWE™ STEEL CAGE CHALLENGE™** FOR SEGA™ GAME GEAR™!

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TRICKS OF THE TRADE

NINTENDO

STARFOX

SUPER NES

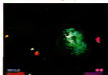
OUT OF THIS DIMENSION

An awesome secret area has been found in the Super FX vector shooter, StarFox! It will give you a secret ending to the game. To access this hidden area, go to the Level 3 difficulty setting and play through the first stage. On the second stage (Asteroid

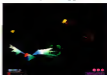
Belt), after going through various obstacles, you will come across two huge asteroids. The one on the left you cannot destroy, but the one on the right side, you can! Pummel this giant asteroid with your shots or even a bomb until it blows up. An egg will

pop out and fly off into the distance, eventually forming into a giant bird! When you see this bird, try to run into it with your ship (aim toward the head). If you succeed in doing this, you will be brought into a whole new place on the map called, "Out Of This Dimension." Once you are in this stage, you will be freaked out by all of the strange warping effects!

You will have to fight sheets of paper that turn into many different shapes, and furthermore, the boss is a slot machine! Shoot the arm of the slot machine for different results. Win coins and collect them to add to your shield. If you should get the boss's face in one of the slots, beware! Get all 7s and you will get to shoot for the end, literally!



Pummel the large asteroid on your right until it blows up.



A giant bird will appear. As it comes closer, fly into it.



You will now be able to get "Out of this Dimension."



Get all 7s in the slot machine for a special shooting ending!

U.S. GOLD

FLASHBACK

GENESIS

LEVEL PASSWORDS AND ENDING

Here are all of the level passwords for Flashback on the normal level. At the title screen, highlight the Password option. Press START to go into it. Enter the following passwords to reach higher levels:

Level 1 - Jungle Stage
FALCON

Level 2 - New Washington
DATA

Level 3 - Death Tower
MILORD

Level 4 - Earth Stage 1
QUICKY

Level 5 - Earth Stage 2
BIJOU

Level 6 - Alien Planet 1
BUBBLE

Level 7 - Alien Planet 2
CLIP

To see the end of the game, enter **CYGNUS** as your password.

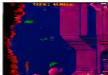
Tracy Charlton
Ogden, UT



Access the password option and enter the one you want.



You will be brought to any stage with these passwords!



DECLARE WAR.



Super Conflict is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

Super Conflict is all the war you'll ever want.



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SUPER NINTENDO
ENTERTAINMENT SYSTEM



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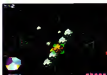
NINTENDO**STARFOX****SUPER MEG****THE AWESOME BLACK HOLE**

This is the correct method to reach the mysterious Black Hole. On the Level 1 difficulty, finish Comerica - The Base stage. Next, after flying to the Asteroid Belt, get past the large field of orange and grey asteroids to the point on this stage where you see a spinning group of asteroids (an orange asteroid in the middle of two grey ones on each side of it). Aim for the orange asteroid in the middle of this line of rocks, and wait until it is almost upon you. At the last second, fire your lasers and destroy it. There are 3 sets of these asteroid groups. Do the same for all of these. Don't worry if your ship hits one of the asteroids. The trick will still work. But, if you are too far away from the asteroid group when you shoot it, the trick will not work. You will have to start again and try the same method over. After you shoot the orange asteroid out of the third

spinning asteroid group, you will come across a grey asteroid slightly to the mid-left of the screen that has a face on it. Aim for this asteroid, and run your ship straight into it. This will cause you to go into a strange warp. Your ship will be taken to the Black Hole icon on the map screen. Press START to see the specifications of this location. You will then be taken inside the Black Hole itself! In here, you will be able to do a variety of things. You can get a 1-Up right at the beginning, and you can get your weapons up to full power by shooting open the floating doors. These will reveal power-ups for your blaster and bombs. Get the most powerful Twin Blaster and up to 5 bombs. Also, you can warp to various stages throughout the map of the planets such as Sector Y on the second stage, Sector Z on the third stage, and Venom on the first stage. To warp within the

Black Hole, just look for a yellow and grey six-pointed triangle forming a circle, and let your ship go through it. The first one will warp you to Sector Y. If you choose to pass up this warp, you can look for another one which will

lead to another stage. You are not invulnerable in the Black Hole. Debris and ships are flying around aimlessly in this place, so watch out! Change the view of your ship in the Black Hole to anything you like.



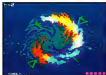
In this stage, there are 3 sets of asteroid groups like this.



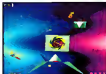
At the last second, shoot the orange rock out of each one.



Look for a grey asteroid with a face. Hit it with your ship!



You will go into the Black Hole! Power-up fully in here!

**GAMETEK****THE HUMANS****GENESIS****LEVEL 9 STRATEGY**

Many people have been wondering how to get past level 9 in this game, so this strategy should help. To pass the level, you must kill the carnivore. It takes 3 spears to kill this particular carnivore. Using the first two Humans stationed in the middle of the level, climb up and left to get the first spear. Next, locate the Human at the top right of the level and

take him all the way down to the bottom of the level via the ladders, and walk all the way left to get the spear. Now take the same Human and walk right until you meet a short ladder going up to the large platform where the carnivore is. Set the spear down by the ladder and wait until the carnivore comes near. When he walks left, follow him and pick up the torch.

Go back up all the ladders to the top right with the torch and burn the bush. Now take the Human on the top left platform and have him use his spear to jump onto the pterodactyl and take him to the other side. Now have both Humans go down to the

bottom of the stage again, and go by the carnivore. Sacrifice one human to the carnivore while the other one sneaks by as the carnivore is chomping to get the third spear. Then have this human attack the carnivore with all three spears.



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When you're on the go, you want fun, action and excitement to tag along with you. And the only way to do that is to get these five great hits for your Game Gear™!

PRINCE OF PERSIA™ gives you non-stop action and adventure, featuring the most fluid and realistic animation ever seen on your Game Gear!

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VIDEO GAMES

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KONAMI	TINY TOON ADVENTURES
SUPER NES	LEVEL PASSWORDS

Here are the level passwords to get the beginning of each stage in this cartoon masterpiece. At the title screen, press START, and then move down to the Password option. Then put in the character's face that matches the level you want to access.

Level 1:
Babs/Gogo/Montana Max

Level 2:
Plucky/Bookworm/Elmyra

Level 3:
Montana Max/Calamity/Shirley

Level 4:
Bookworm/Plucky/Babs

Level 5:
Gogo/Calamity/Lil' Beeper

Level 6:
Montana Max/Babs/Sweetie



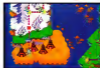




KONAMI	TINY TOON ADVENTURES
GENESIS	ACCESS THE LEVELS

Now you can get up to the beginning of the last level and even backtrack through any level you want to play with this awesome password! To get it, press START on the title screen. When the options appear, put the Buster Bunny icon next to the Password option and press START. You will go to the password entry screen. Choose these letters and enter them with the B button: **NGQQ WWQW QKWQ QWWQ WGRY**

After you enter this code, go to "End" and press START. You will go to the map screen and can access multiple levels.


the HUMANS™



The Survival Of

Roll over Darwin, THE HUMANS™ have finally evolved. The best-selling PC game is now the coolest game available for the Sega™ Genesis™. Love, death, food, setting things on fire, all the things that make video games great are here.

Discover stuff like The Spear, Fire, The Wheel, Rope, and Gravity. You'll need all the tools you can get to survive. It's a frantic race against time, with dinosaurs, logic, and the laws of physics standing between you and the next rung on

AMERICAN
TECHNO
SUPER NES

COMBATRIBES

ACCESS SETS OF FIGHTERS

We have all of the passwords for the game right here so you don't have to do the work. When the title screen comes up, press START, and then move the cursor down to the VS. mode for either 1 or 2 players. Press START and when you are asked to input your password, use the following codes to use a variety of fighters:

0197
1180
5093
4949
9207

Ryan Snyder
Pratt, KS



SUNSOFT

FIREPOWER 2000

SUPER NES

CONTROL BOTH VEHICLES

Here is a neat little trick to help better your firepower in Firepower 2000. At the title screen, press the SELECT button to get the option for a two-player game. On this option screen, press the START and A button at the same time. You can now start a one-player game. When the game begins, you will be in control of both vehicles! This is tricky, and takes a little while to get used to, but once you get the hang of it, it can prove very beneficial. It increases your firepower to double of what it was before.

James Giacolelli
Columbia, MD



Each box of HUMANS includes:

- ◆ Over eighty insomnia-inducing unique levels
- ◆ Hundreds of HUMANS, hand rendered to scale size with painstaking realism
- ◆ A generous helping of nasty pitfalls and horrible beasts
- ◆ Funky tribal bongo music

Manufacturer does not claim responsibility for sweaty palms, nausea, obsessive compulsive behavior, or skin rashes caused by frustration.

The Hippest.

the evolutionary ladder. Score points and survive levels by trying to keep as many of your tribesmen intact as HUMAN-ly possible. Screw up, and you're nothing but a time line footnote. As the brilliant Charles Darwin once said, "you

snooze,... you lose." So get your copy of THE HUMANS before they're extinct at your store.

**Keep The
Tribe Alive.**

GAMETEK

SETA	MUSYA	★ ★
SUPER NES	CODES FOR EVERY STAGE	
<p>To pick any level you want in the game, choose the continue option from the title screen. Next, a password screen will appear. Enter the stage code of your choice from the list provided. This should help you get through the tough levels, and also ones you've already beaten.</p> <p>2. Catacombs MWTV</p>	<p>3. Palace of Hate KVSW</p> <p>4. Cave of Darkness KVMW</p> <p>5. Catacombs of Akuma RQNJ</p> <p>6. Cursed Palace VKX4</p> <p>7. Hannya Shogun NZ1N</p> <p>8. Watery Prison Z66F</p> <p>Bryan McMullan Plattsmouth, NE</p>	







Choose the continue option at the Musya title screen.





Enter the password for each level that you choose to play.



NINTENDO	STARFOX	★ ★
SUPER NES	HIDDEN TWIN BLASTER	
<p>To get your laser weapon powered-up to a Twin Blaster, just do this easy method. On Level 1 difficulty in stage 2 (The Asteroid Belt), look for three orange asteroids shaped like a triangle (refer to the picture). Fly through the middle of these, and a Twin Blaster power-up will automatically appear!</p>	 	

ATLUS	SUPER VALIS IV	★ ★
SUPER NES	STAGE SELECT	
<p>At the game's title screen, enter this set of commands to select stages: UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, SELECT, SELECT, Y, B, START. After you do this code, the stage select screen will appear underneath the title. Choose any act you wish.</p>	 	

FCI	SIMEARTH	★ ★
SUPER NES	SCENARIO SELECT	
<p>This trick allows you to choose any scenario from the first time you start the game. To do the code, you need to be on the menu screen. Move the cursor onto the First Scenario. Press and hold L button, R button, Y and X. While holding these, press A. You will now see a screen with all scenario options.</p> <p>Marc Cohen Glenview, IL</p>	 	

KOEI	AEROBIZ	★
SUPER NES	SOUND TEST	
<p>If you would like to listen to the cool music in this game, just execute this simple method. On the title screen where it gives you the option to choose a New game or Continue a game, simply press the SELECT button to hear all 23 different musical pieces.</p> <p>Stephen Strout South Bend, IN</p>	 	

This Gal Gets Around!



Over 30 minutes of full motion animation!

Test your action-reaction skills with 3 levels of difficulty!

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RENOVATION

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FOR PLAY ON THE SEGA CD™ SYSTEM

From Renovation/Wolf Team

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devours Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs. Can you and Time Gal brave the challenges and catch Luda before time runs out?

Here's one date you won't forget!

RENOVATION
PRODUCTS

Renovation Products, Inc. 4855 Old Ironsides Dr., Suite 205 Santa Clara, CA 95054

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SUNSOFT

DEATH VALLEY RALLY



SUPER NES

START WITH 75 LIVES

During the title screen, press and hold LEFT, SELECT, the top R button, Y, and START. Keep holding these, and when the screen comes up that says, "Zippity Splat," press the X button also. The game will begin, and you will see that you do not have just 2 lives to start out with, but the number has changed to 75! This will help in later levels.



TAKARA

FATAL FURY

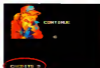


GENESIS

UNLIMITED CONTINUES

After losing, the continue screen will come up with your number of credits shown in the bottom left-hand corner. Hold UP on the control pad and press A, B and C simultaneously. Let go of A, B and C and press them at the same time again. Your credits go up by 1 every time you do this method.

Al Campos
Monmouth Junction, NJ



NINTENDO

STARFOX



SUPER NES

GET AN EARLY TWIN BLASTER

Now you can get a free Twin Blaster early in the game by just following one of your wingmen! On the first level of difficulty in Corneria, look for Slippy flying through the arches. He will tell you to look at him. Follow him through the arches, and keep going through every arch until you see a Twin Blaster power-up in the last large arch. This will

help greatly in the game! Plus, in the 2nd and 3rd levels of difficulty on Corneria, all you have to do is go through every arch, and behind the opening and closing doors will be a free Twin Blaster. Maneuvering to pick up this power-up takes timing. This will work every time you begin on the first stage (Corneria - The Base) on any difficulty level.



When you start on Corneria, you can get the twin blaster.



Just go through all the arches. It will be at the last arch.



KANEKO

DEADLY MOVES



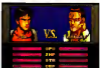
GENESIS

FINAL MATCH CODE

If you can't seem to finish this game because you have not been to the last opponent, this code will help you out. The code is for the final match against the infamous Ranker! Start a one-player game and on the password screen, enter the following code:

EYV G9DG 2Q7

Willie Sanders
Union Springs, AL



TRICKMAN CRASHES CAR!

Just when Trickman thought his problems were over, things got worse! Having just paid for his recent megabuck speeding ticket, our resident road maniac goes out and gets into an accident! Not a big one mind you, but just enough to get him a new ticket (driving too fast for conditions) and a heavy fine. It seems that Trickman was deep in thought about what he was going to put in this issue when he turned into another car. Trickman never was one to walk and chew gum at the same time. Give him a break, don't make him think. If we use your trick, you'll be immortalized in the pages of EGM and get a game for your favorite system! The life you save may be his! Send your gaming goodies to: Tricks of the Trade, Sendal, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

Note that we put in this prize to make a rare bonus prize. Sendal Publications Inc. is not responsible for the substitution of another or identical prize, and is not obligated to award the game prize to those people who submit information that has already been printed or was previously received by the staff of the magazine or any affiliated publication or media source. We will not use our subscriber name being submitted, nor will we publish your name or address on our website. Your prize will be shipped per mail. You must send your name and address on the enclosed form to us in game production. Final selection of prizes is at our discretion. The enclosed game systems are NES, Nintendo Game Boy, Sega, Sega Saturn, Sega Dreamcast and Super NES. Void where prohibited by law.

STREET COMBAT



HAVE A BRAWL WITH SUPER NES GRAPHICS!

THE ACTION WILL KNOCK YOU OUT! Put up your dukes for knock-down, drag-out action with Street Combat.

Eight great characters leap, kick and grapple on skyscraper beams, in the jungle, gritty back alleys, a wrestling ring, the top of a truck, and more. Punch up two-player simultaneous play. Super NES sound and graphics will boggle your mind. Get your fists on Street Combat today!



Licensed by



SUPER NINTENDO
ENTERTAINMENT SYSTEM

irem
IREM AMERICA CORP

Irem America Corporation
8385 15th Avenue N.E.
Redmond, WA 98052
Tel: (206) 882-1003
Fax: (206) 882-8038

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Play Like A Champion!

SUPER NINTENDO



(Super NES Version)



(NES Version)



"This is the most realistic tennis game I've ever played!"

Jimmy Connors



(Game Boy Version)

Jimmy Connors

PRO TENNIS TOUR

You Have Total Control!

Strategy

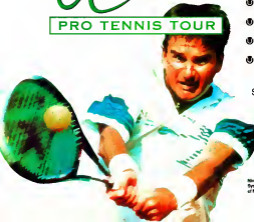
- ① Choose what tournaments you want to play in
- ② Analyze your opponents strengths and weaknesses
- ③ Train with your choice of 5 coaches
- ④ Plan your every shot and execute it with finesse
- ⑤ Three skill levels: Amateur, Intermediate, Professional

Password feature allows you to continue where you left off.

So step on out to Center Court and show them what you're made of, it's your turn to play like a champion!

Realism

- ① Play on 6 Court Surfaces: Grass, Hard, Clay, Indoor, Desert, Antarctic
- ② You are Jimmy Connors or one of 16 other professional tennis players
- ③ Game automatically saves stats, winnings and rankings
- ④ Play singles or doubles, against friends or the computer
- ⑤ Any type of shot can be executed (lob, overhead smash, slice...)



Now available for Game Boy and the Nintendo Entertainment System!

Also available for the IBM PC.

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Sausalito, CA 94965
(415) 332-8749
Developed by Blue Byte
Jimmy Connors photo by Duomo
© Duomo 1991



JOIN EGM AND UBI SOFT FOR A SEASON OF HOT TENNIS!

Now that the tennis season is in full swing we want you to enjoy it! Win tickets to see Connors in action or tennis prizes worth thousands! Either way it will be a season of tennis you won't want to miss!

YOU MAY WIN ONE OF THE PRIZES BELOW:

Tickets to **WORLD TEAMTENNIS** and the Champions Tour

A **WORLD TEAMTENNIS** Membership

Jimmy Connors Tennis for NES

Jimmy Connors Tennis for GameBoy

1-Year Subscription to **EGM** or an In Your Face T-Shirt



WTT Tennis Bag



WTT Tennis Bag



WTT Sweatshirt



Enter the UBI Soft/EGM Sensational Tennis Blowout Sweepstakes and win prizes worth more than \$10,000!

1. No purchase necessary. 2. To enter, completely fill out an official entry form (found below or in selected video game retail outlets) or write your name, address, phone number and the words "Jimmy Connors Pro Tennis Tour Sweepstakes" on a 3x5 card and mail to: UBI/EGM Sensational Tennis Blowout Sweepstakes, 1506 Birdgrove, #185, San Ramon, CA 94583. 3. Prize: (100 Pair) Tickets to **WORLD TEAMTENNIS** and the **Champions Tour** (Approx. value \$7,500), (10) **WTT** Memberships (Approx. value \$250), (5) **WTT** Tennis Bags (Approx. value \$225), (5) **WTT** Sweatshirts (Approx. value \$300), (15) **WTT** T-Shirts (Approx. value \$300), (20) **WTT** Hats (Approx. value \$280), (10) **Jimmy Connors** Tennis for GameBoy (Approx. value \$300), (10) **Jimmy Connors** Tennis for NES (Approx. value \$300), (10) 1-Year Subscriptions to **EGM** (Approx. value \$200), (10) **EGM** In Your Face T-Shirts (Approx. value \$150) 4. Enter as often as you wish. Only one entry per envelope. All entries become the exclusive property of UBI Soft. 5. Entries must be received by August 6, 1993 to be eligible. 6. Winners will be determined in a random drawing from all valid entries received. Drawings for **WORLD TEAMTENNIS** Tickets will take place every week from June 13, 1993 until July 16, 1993. Drawings for all other prizes will be held on or about August 13, 1993. 7. The opportunity to **WORLD TEAMTENNIS** and the **Champions Tour** is the responsibility of the winner. 8. Odds of winning are dependent on the number of entries received. Limit one prize per household. UBI Soft or **EGM** is not responsible for lost, late or misdirected mail. All prizes will be awarded. Winners will be notified by mail. By accepting a prize, winners agree to grant UBI Soft and **EGM** the right to use their names and likenesses for advertising and promotion without further compensation. 9. Sweepstakes open to residents of the U.S., except employees and families of UBI Soft and **EGM**.

Although you might not see Connors playing at this year's U.S. Open, you will see quite a bit of him as he plays for **WORLD TEAMTENNIS'** Phoenix Smash this summer and in the newly formed **Champions Tour** this fall.

WORLD TEAMTENNIS coverage begins July 7 and lasts through August 6, 1993 with teams competing from 12 U.S. cities in CA, AZ, TX, MN, MO, KS, FL, GA, NC, and NA. There are many well known players competing this year. Connors will be playing for Phoenix, Bjorn Borg for L.A., Mats Wilander for New Jersey, Martina Navratilova for Atlanta and Tracy Austin for Raleigh.

WORLD TEAMTENNIS Schedule		WTT Schedule	
Wednesday, July 7	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00	Monday, July 12	L.A. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
Thursday, July 8	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00	Monday, July 13	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
Friday, July 9	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00	Tuesday, July 14	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
Saturday, July 10	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00	Tuesday, July 15	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
Sunday, July 11	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00	Wednesday, July 16	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
		Thursday, July 17	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
		Friday, July 18	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
		Saturday, July 19	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00
		Sunday, July 20	Pho. 8:00 Mon. 8:00 Tue. 8:00 Wed. 8:00 Thu. 8:00 Fri. 8:00 Sat. 8:00 Sun. 8:00

If you happen to miss Connors during the WTT season, you can see him play during the **Champions Tour** which begins this year.

1993 Champions Tour Schedule

- New Albany Country Club, Columbus, Ohio, August 25-29
- Sherwood Country Club, Los Angeles, CA, September 29-October 3
- See Pines Resort, Hilton Head Island, SC, October 5-10

EGM/UBI Soft Sensational Tennis Blowout Sweepstakes Entry Form

NAME _____
 ADDRESS _____
 CITY, STATE _____
 ZIP CODE _____
 TELEPHONE _____

SPONSORED BY
**ELECTRONIC
 GAMING
 MASTERS**



NEXT WAVE

NEW SOFT NEWS

Here he comes, here comes Speed Racer from Accolade! This racing title will come to the Super NES sometime in 1994 while the Genesis one hits in the 4th Quarter of 1993. This one should be interesting!

Tengen has quite a schedule coming up with games like Road Riot II for the Super NES, Team Williams (Formula-1 Racing) for the Genesis.

The strategy wizards at Koei have another involving simulation for the Super NES known as Genghis Kahn II. • JVC has a new Sega CD in the works called ThunderHawk. • Konami is working on an all-new Genesis game called Castlevania: Bloodlines. • Revell's Power Modeler series has two new subtitles in the works. The first is called Muscle Cars and should be released in September. The other is called Hi-Tech Aircraft and that should be released in October. • Elementary! Sherlock Holmes 3 will hit the Sega CD later this year.

For the Game Gear, Sega will release Surf Ninjas with a Genesis version coming later. • Activision has decided to drop Super Air Diver from their release schedule. Accolade has signed up Charles Barkley to star in a basketball game, F-15 Strike Eagle II from MicroProse and Star Quest from Namco will come to the Genesis. • Microcosm is from Psygnosis for the Sega CD. Bignet has Riddick Bowe Boxing for Super NES!

SNK

WORLD HEROES 2

NEO-GEO

FIGHTING

CARTRIDGE



The locales in which you will fight are unusual, indeed!



Summon the spirits to your aid if you control the mighty Mudman!

SNK's NeoGeo always has some of the best fighting games around. One of the latest, World Heroes 2, is no exception. This 146-Meg cartridge is one of the best to date. It features fourteen characters, each loaded with special moves and techniques. After every fighter is defeated, another six fighters will appear. If you can defeat them, you will become the undisputed greatest warrior of all time. What an honor!

World Heroes 2 is much better than the first. The animation is smoother, and players will have better control over their character. The graphics alone will make you quake in your boots. The playing areas are very cool, and have a lot of minute details that bring the fantasy world alive. Each fighter is creative, and has moves to fit their styles. For example, one of the characters, Mudman, can summon up spirits to confuse his foe. Along with the graphics, the sound is totally cool. The NeoGeo shows just how good it is with this game. World Heroes 2 may just shape up to be one of the best fighting games.



Two fighters can even play as the same character in this installment.



Every fighting game needs special moves like these! Try to master them!



Pit two fighters against each other, and see who is the best.

HUDSON SOFT**SUPER POWER LEAGUE****SUPER NES SPORTS CARTRIDGE**

The game Super Power League is finally reaching American shores! This game of Baseball by Hudson Soft features above average graphics, a wide variety of play options, and almost full control of the team.

The backgrounds recreate the feeling of being there, and the players are drawn well. Another neat aspect is that you get to see the game from several different vantage points.

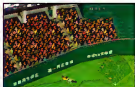
Super Power League uses the capabilities of the Super NES to their best ability. Mode 7 scaling is put to good use here. This is an above average baseball cart, and fans of the sport will like its realism. All in all, a good attempt to create a fresh, new game.



Step up to bat and prepare to slug the ball out of the park!



See the game from a variety of viewpoints. It's a nice touch.



The batter hits the ball... it's outta the park! Holy Cow!

RENOVATION**ANNET AGAIN****SEGA CD****ACTION****CD-ROM**

Join Annet of Elviento fame as she once again goes through level after level of intense graphic fury! Through the Sega CD's extensive amount of memory, Annet Again features several levels of fighting that have Annet in another time zone, struggling to save herself from the clutches of a new, and much deadlier enemy.

Annet Again contains a fast-paced soundtrack, smooth animation, and cinemas that almost seem to be a cartoon. The bosses of each level often take up a good size of the screen, and should provide a tough challenge to even the most experienced video game player. For people who have waited for a sequel to Elviento, this is a dream come true. Time to celebrate!



Battle hordes of heavily armed warriors, and survive!



Cinemas will keep your pulse racing. They are very detailed.

SEGA**CITIZEN X****SEGA CD****ADVENTURE****CD-ROM**

The full-motion thrills of the Sega CD hit an all-new high with Citizen X, an interactive movie that sets new standards for this type of game.

Citizen X is about a sinister plot to cover the Earth with deadly toxic waste. As a secret agent, it is up to you to unravel this hideous plot before it's too late. The terrible horrors ahead of you range from deranged killer clowns to maniac techno-punks. You interact with these bizarre characters by pressing one of the three controller buttons. You have many options, depending on the situation.

Citizen X is the latest and greatest video game, and truly shows off the power of the Sega CD systems. Wow!



This is not very funny. The clown wants to blow your head off.



One hit with the nerve toxin, and you'll be in a world of hurt.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



LICENSED BY

Nintendo

FATAL FURY

FATAL FURY

The battle of fate has begun...

Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Blazing Fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and feet to defeat all foes but beware — your enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, turning energy blasts; tornadoes, even turning their entire bodies into human forches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight hard as day turns to night on the beach, or as driving-rain closes your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

FATAL FURY™ 1991 SNK
TAKARA CO., LTD. 1993



TAKARA[®]
Video Game Division

230 Fifth Avenue, Suite 4601-B, New York, NY 10001
Tel: (212) 693-1212, Fax: (212) 693-9899

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VIC TOKAI

CES PREVIEW

KONAMI

CES PREVIEW

TIME DOMINATOR

GENESIS ACTION CARTRIDGE

Vic Tokai is about to release an interesting cartridge onto the Genesis format. Called Time Dominator, this colorful game resembles Sonic the Hedgehog, but features many unique strategies. You are a fast little critter that looks like a cat, and must go through a bunch of levels similar to that of a pinball machine. You have to collect lightning bolts to proceed further.

One thing that sets this game apart from most is the sheer speed of which this game runs. It is as fast as a lightning bolt!

The brilliance of the backgrounds is spectacular, and takes full use of the Genesis' color palate. Time Dominator is one to check out!



Start of your adventure in front of the peculiar cityscape.



Hurry up and collect the lightning bolts before they disappear!



The electro-magnetic field will shoot you out forward.

ZOMBIES ATE MY NEIGHBOR

SUPER NES

ACTION

CARTRIDGE

Konami has picked up the rights to this fine game. Once entitled Monsters, it is being renamed with the catchy title: Zombies Ate My Neighbor.

This cart is loaded to the top with action and game play similar to Smash TV. You fight against bizarre creatures that range from psycho toys to crazed clowns on a rampage. This seemingly light-hearted game is in fact quite spooky!

As for looks, this game's pictures speak for themselves. The game is top-notch in almost every way. The main bosses of this game are a sight to see, and most players will feel as if they've entered their worst nightmare. Hopefully Konami will release this game soon!



Swarms of very unusual monsters will attack your character.



With an enemy like this, it's no doubt you'll need a lot of friends!

SNK

FIRE SUPLEX

NEO-GEO

FIGHTING

CARTRIDGE

Hard-hitting wrestling action reaches an all-new high with the latest game for the Neo-Geo. Fire Suplex is a bold attempt to create the ultimate wrestling game. With pristine graphics and smooth animation, this 100+ Meg cart brings wrestling alive. Not to be outdone by other fighting games, this one contains enough special moves to set your TV on fire.

The game takes place in a variety of rings, each with its own hazards. The battles also take place in other locations, too, like a parking garage. Pick up the occasional weapons lying on the ground to really inflict damage on someone! Really large fighters like the impressive Red Dragon and G. Bigbomb help make this one of the best fighting carts.

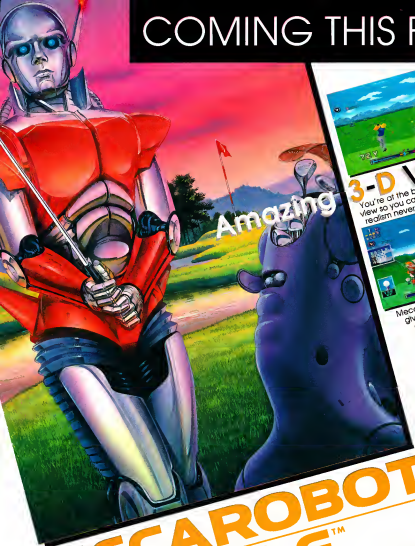


Spectacular special moves will fill the screen with their brilliance!



The battles outside the ring are just as bloody as inside!

COMING THIS FALL



Amazing

3-D View
You're at the ball's point of view so you can experience realism never seen before



Mecarobot Golfer Eagle gives you instructions and judgements.

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Nintendo

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ENTERTAINMENT SYSTEM SYSTEMS
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MECAROBOT GOLF™



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TOHO CO., LTD.

ATLUS

CES PREVIEW

GP-1

SUPER NES DRIVING CARTRIDGE

Have you ever wanted to race really fast on a motorcycle, but couldn't afford to buy one? Well, now you can on your Super NES! The graphics are top-notch, and really give the sensation of speeding across the pavement.

For extra excitement, you can challenge a friend to a race. Both players can go head-to-head via a split screen. GP-1 contains many different courses for all racing enthusiasts, and will challenge players for a long time.

In making GP-1, Atlus has tried to create a realistic, yet playable simulation of motorcycling. As was said before, the graphics are drawn well, and the scenes are intertwined with digitized cinematics. Overall a good racer.



To get a good placement, you must do well on the preliminary tracks.



Two rough riders can compete against each other in the two-player mode.



Race alone and refine your skills as a motorcyclist!

ACCLAIM

T-2: JUDGEMENT DAY

SUPER NES

ACTION

CARTRIDGE

Relive the excitement of the hit movie Terminator 2. Assume the role of the Terminator sent back in time to protect John Connor. The game is filled with action, in sequences taken from the movie. Battle the T-1000 as it tries to murder the savior of mankind's future: young John.

T-2: Judgement Day is relentless when it comes to shooting action. You will acquire a variety of guns to help you take on your adversary, but are they enough?

Acclaim is trying to make this game as close to the movie as it can get, and it seems like they are doing a good job. Awesome cinematics propel the plot, and the action is just like the film. The Terminator is back, and this time he looks better than ever!



The T-1000 is in your sights! Blast him or John will die!



The T-1000 is stalking John Connor and it is up to you to protect him!

JVC

CES PREVIEW

REBEL ASSAULT

SEGA CD SHOOTER CD-ROM

Star Wars fans take note: a new game for the Sega CD puts players into the role of a Rebel pilot. Using the scaling effect built into the Sega CD, it seems as if you are really flying an X-Wing fighter deep behind enemy lines. Will the Rebels be able to stop the dreaded Empire? Or will the Imperials crush the Rebellion once and for all? You decide!



Imperial Tie-Fighters will attack relentlessly until you kill them.

KONAMI

CES PREVIEW

LETHAL ENFORCERS

SEGA CD SHOOTER CD-ROM

Lethal Enforcers took the arcade world by storm and now it is coming to the Sega CD. Similar to the Shoot/Don't Shoot training systems used by police, this game lets you assume the role of one of the men in blue. Lethal Enforcers simulates a number of dangerous zones, and you need quick reflexes along with good judgement to survive!



Dodge the bullets or meet an untimely fate from the ruthless gangs.

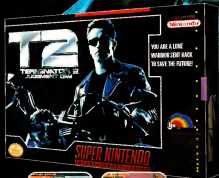
BAD TO THE BONE!



FEEL THE TERROR!



EXPLOSIVE
FIREPOWER



DESTROY CYBER-
DYNE RESEARCH



HASTA LA VISTA,
BABY!

THE FUTURE IS IN YOUR HANDS AS A LONE WARRIOR IN THE ULTIMATE METAL-WRENCHING BATTLE AGAINST THE MIMETIC POLYALLOY T-1000 TERMINATOR.

EXPERIENCE 3 TIMES THE TERROR BLASTING DEADLY FACE-HUGGERS, ACID-SPITTING ALIENS AND THE EGG-LAYING QUEEN WITH YOUR FLAME THROWER. GET READY FOR HEART POUNDING ACTION, EXPLOSIVE FIREPOWER AND AWESOME GRAPHICS AND GAME PLAY!

THEY'RE BIG, THEY'RE BAD AND THEY'RE BACK ON SUPER NES™!



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HUDSON SOFT**SUPER BOMBERMAN****SUPER NES ACTION CARTRIDGE**

Bomberman has just been ported over to the Super NES, and it now uses the multi-player adapter so that up to five people can combat one another. The plot of Super Bomberman is deviously simple. Run around a maze of blocks while setting bombs and blowing up friends and foes. A full complement of power-ups allow for diversity of play.

Like the previous versions on the NES and Duo, this cart is loaded with technique. The graphics however, have been enhanced using the many colors available to the Super NES. Most players should like Super Bomberman. Each game is different, and with the option of having friends join, it's irresistible.



Set off a chain reaction of bombs to catch unaware enemies.



Always make sure you have a lot of space to maneuver in.



If possible, try to pick up power-ups to make your job easier.

T.H.Q.**REN & STIMPY****SUPER NES ACTION CARTRIDGE**

That wacky duo from Nickelodeon, Ren and Stimpy are here! Thanks to the folks at T.H.Q., the hit cartoon series is being brought alive on the Super NES. Sporting graphics from the show, this cartridge mimics every detail of the main characters almost perfectly.

Ren has to find his cat buddy Stimpy, who has suddenly disappeared. Will that wacky pair reunite once again?



You'll meet strange fellows around the enchanted forest. Stay on guard!

Robin Hoek must fend off creepy critters with his bow. Is this funny or what?

**RENOVATION****DEVASTATOR****SEGA CD ACTION CD-ROM**

On the horizon, an intense action game tentatively called Devastator is coming to the Sega CD. It features level after level of intense side-scrolling action.

You control a gigantic power suit against the forces of evil, who also have robotic weaponry. The going will get tough, but your mech can destroy almost anything!



This mech boss has a lot of firepower, but it also has a weak spot.. Try its head!

Your biological enemies are nothing to sneeze at! Death comes quickly!

**T.T.I.****BATTLE LODERUNNER****DUO ACTION CHIP**

Lode Runner has delighted players for years. Many versions have come out, all based on the adventures of a man who is trying to collect treasures. In the Lode Runner games, it was always just one player avoiding robots and digging pits. Now you can hook up with up to four of your friends for an exciting adventure. If you like this sort of game, Battle Lode Runner can be a real blast!



Challenge your friends in an all-out Lode Runner contest! Who will win?

The later levels are riddled with traps. It takes fast reflexes to survive!



IT'S LIKE CHINESE FOOD...
AS SOON AS YOU FINISH, YOU'RE HUNGRY
FOR MORE.



Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.



FLAGS OF THE WORLD
TILE SET

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!



DRAGON'S EYE: THE
ULTIMATE CHALLENGE

ACTIVISION

Shanghai II: Dragon's Eye is available for SNES as well as PC and Macintosh. See your local retailer or call 1-800-477-9650

SEGA

DINOSAURS FOR HIRE

GENESIS ACTION CARTRIDGE

Dinosaurs For Hire, the comic that pulls no punches, now has a game based on its reptilian heroes. Being done for the Genesis, this cool cart is just bursting with action. Join the adventures of Archie, Lorenzo, Reese, and Cybano. These prehistoric powerhouses are breaking into the future, and hiring themselves out to the highest bidder. Each dinosaur has extensive weaponry, ranging from a simple AK-47, to awesome sub-machine guns.

The game play is reminiscent of the Contra series, and is one of the best shoot-em-ups to reach the Genesis. The graphics are drawn well, and it reflects the zaniness of the comic book series, from which it's based.



Archie plugs one of the bad guys. All in a day's work!



Lorenzo takes to the catwalks and blasts his opponents to pieces.



Pick one of four tough, down and dirty dinosaurs. All of them are nasty.

TENGEN

CES PREVIEW!

KICK 'N RUSH SOCCER

GAME GEAR

SPORTS

CARTRIDGE

For those of you who have wished for more sports games on the Game Gear, your wishes have been answered. Sega is bringing out a fantastic game of Soccer. Entitled Kick 'N Rush Soccer, this hard-hitting cart has plenty of features. Enough in fact, that soccer fans will start to drool. Pick from a wide selection of teams, and plot your strategy. Pick which players will do what, and where their positions will be.

The game lends itself well to the Game Gear. The players are easily seen, and are controlled quite well. Each game is unique, and most sports fans will be pleased by the end result. This cool soccer cart is finally coming to the States. If you have a Game Gear, try it at least once.



Jump past the defense to get to the goal. Shoot to score!



Plan your strategy, and then take your team out to the field.

KOEI

ROMANCE OF THE THREE KINGDOMS III

SUPER NES STRAT. CARTRIDGE

Koei is well known for its complex strategy games, and the third one in the Romance of the Three Kingdoms series is no exception. Once again take up the reigns of a kingdom, and confront invading armies and other evils. The complexity is here, but easy enough for players to learn. Romance of the Three Kingdoms 3 brings new life to simulations.



Take a firm grasp over your lands before someone else does.

SOFTWARE TOOLWORKS

MARIO IS MISSING

NES EDUC. CARTRIDGE

Mario is Missing! Yes, the world famous plumber has been captured by Bowser and his Koopa army. Luckily, his brother Luigi is here to save him. Mario is Missing is an educational action game. Like the Super NES version, Luigi may span the globe, and return stolen artifacts from Koopa Troopas. It's a wonderful educational quest.



The nasty Koopa kids will threaten Luigi, and then attack him.

Mr. Nicklaus is now in charge of Driver's Ed.

He's won more major championships than any golfer in history. And now he wants to take you to school on the Sega® Genesis® Jack Nicklaus® Power Challenge Golf™ puts you driver-to-driver against the "Golfer of the Century" — one of the biggest hitters of all time — in stroke skins or tournament play.



Tee it up as a single, play with up to three friends or join a foursome of computerized golfers — even create your own computer opponent. Take your best shot at the Golden Bear on two spectacular Nicklaus designed courses — English Turn and Silver Creek Country Club. Haven't finished a round? Save it and play later. Better grab your clubs and hit the driving range. Class is about to begin.

To order, visit your favorite video retailer or call 1-800-245-7744.

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NEXT WAVE DIRECTORY

NINTENDO

Magic Castle World	Amer	Sansy
Trolls in Candy Land	Amer	Solt
Mighty Final Fight	Capcom	
Dragon Warrior 4	Enix	
Mokey's Selar	H-Tech Exp	
Pro Sport Hockey	Jaleco	
Young Lady	Jaleco	
Karen's Great Phz	Karems	
P117A Stealth Fighter	MicaProse	
Addams Family Amnkon	Ocean	
Demmo the Mercize	Ocean	
Jurassic Park	Ocean	
Wizard of Oz	Sala	
Happily Ever After	Sohi	
Dracula	Sony Imagesoft	
Walter's Woods 2	THQ	
Bramhies	Titus	
Infrance Jones: Last Crusade	ULI	
Prince of Persia	Vega	

SUPER NES

Mortal Kombat	Acclaim	
NFL Quarterback Club	Acclaim	
Acclaim's World Cup Soccer	Acclaim	
Speed Racer	Accolade	
Neo-Nihil	Activision	
Kaboom	Activision	
Pitfall	Activision	
River Raid	Amer	Solt
Super Power Punch	Amer	Sansy
Football Fury	Amer	Sansy
Night & Magic 2	Amer	Technas
Diamond Chase	Amer	Technas
Super Dodgeball	Amer	Technas
Andy Lightfoot	Asci	
Dominus	Audi	
GP 1	Atlas	
Walter's Adventures	Bandai	
3D Great Bats	Bandai	
Toxic Crusaders	Bandai	
Hiddid-Bow Boxing	Bgnel	
Aladdin	Capcom	
Capcom's NFL Football	Capcom	
Goal! Troop	Capcom	
Dunking Dependos	Data East	
Mercely Night Football	Data East	
CD Games 2	DMC	
Fist of the North Star	ElectroBrain	
Panic Zone	ElectroBrain	
Blazers of the Ring	Electronic Arts	
PRD Quarterback	Electronic Arts	
Bulls vs. Legends 2	Enix	

GENESIS

Dragon Warrior 5	Enix
Beveth Sage	Enix
Ultima 7	FD
Worlds of Ultima	FD
Beauty and the Beast	HUDSON
Dog & Spike Volleyball	HUDSON
Flavel Goes West	HUDSON
Inspector Gadget	HUDSON
Super Bomberman '93	HUDSON
Super 3-D Football	HUDSON
ClayFighter	Interplay
Lord of the Rings	Interplay
Kick & Roll Racing	Interplay
Roady Roadster	Inter
Shut! Brothers	Jaleco
Super Beases Loaded 2	Jaleco
Super Smokey	JVC
Chester Cheatsk 2	Kaneko
Fido Dido	Kaneko
Goku the Cat!	Kaneko
S&S 2	Kaneko
Top Gear 2	Kaneko
Changes Kuhn	Koni
Romance of the 3 Kingdoms 3	Koni
NFL Football	Konami
Zombies Are My Neighbors	Konami
Incredible Crash Dummies	LAN
Terminator 2	LAN
Moht's Ark 2	Matchbox
F-1 Grand Prix 2	Mc O' Haver
Super Volleyball	Mc O' Haver
Super Scrabble	Milton Bradley
Mario vs. Missing Link	Soft, Todd Works
Championchip-Wrestling	Natsuko
Special Two Shot	Nintendo
Demmo the Mercize Club	Ocean
Patrol Brothers	Patrol Brothers
"Aces! Aces!	Rivision
Karna Odyssey	Rivision
"Vandalion"	Rivision
Swarm Probe	Revolution
The Journey Home TDOT	Revolution
F-1 Road 2	Sala
Klunk Raps	Sala
Wizard of Oz	Sala
Euroball	Sony Imagesoft
Aero The Acrobat	Sumoth
Duck Dodgers	Sumoth
Supaman	Sumoth
World Heroes	Sumoth
Team Super Bowl	Tezno
Ren and Stimpy	THQ
Robotaurus	THQ
Total Carnage	THQ
Blus Brothers	Titus
PRD Quarterback	Trademark
Time Slip	Vic Tokes
Nobacco vs. Terminator	Virgin
Young Melin	Virgin

WING COMMANDER (CD)

Young Indiana Jones	Absolute
ESPN Baseball	Accolade
Street Fighters	Accolade
Slay Task TNG	Amer Laser
Aero the Acrobat	Amer Laser
Final Fury	Amer Laser
King of the Monarchs	Amer Laser
Super Tecmo Bowl	Anix
Tecmo Super Bowl	Anix
TV Fighter 2	Anix
RIB 5	Anix
Silvester & Tweety	Anix
Thomas the Tank Engine	Anix
Time Trek	Trademark
Danny Sullivan's Indy Heat	U.S. Gold
Shiner 2	Virgin
Oh Oh's Pro Challenge Golf	Virgin
Cluck 2	Virgin
Coal Spat	Virgin
Dave CD	Virgin
Dave 2	Virgin
Roboquest vs. Terminator	Virgin
Terminator (CD)	Virgin

NFL Quarterback Club

Star Hawk	Acclaim
Traillblazers	Acclaim
Battle Ping Pong	American Activision
Trolls	American Software
The Little Mermaid	Capcom
TopSpin	Capcom
Tumble Pop	Data East
Panel Action Bingo	FDI
Rules of Virtus 2	FCI
Midway's Salin	H-Tech Expressions
Lure Fishing	Hot-B
Rainbow	Jaleco
Legend of Hells 2	Kaneko
Batman [anime]	Konami
Tiny Toon Adventures 2	Konami
Tic-Com-Go	LAN
Great Green	Maroco
Let's Anserling	Nintendo
Top Park Tennis	Nintendo
Dartmania	Ocean
Demmo the Mercize	Ocean
Dracula	Sony Imagesoft
Hi! the Ice	Taito
The Flintstones	Taito
Home Alone 2	THQ
Swamp Thing	THQ
Tiles the Fox	THQ
Indiana Jones ATLC	ULI
Legend of Zed	Vic Tokes

DUO

Battle Lake Runner	Turbo Tech
Beyond Shadowgate	Turbo Tech
Bombberman '93	Turbo Tech
Bank 3	Turbo Tech
CD Zank	Turbo Tech
Dangeroous Journey	Turbo Tech
Dungeon Slayer 2	Turbo Tech
Dungeon Explorer 2	Turbo Tech
Ezek (CD)	Turbo Tech
Indefensible Worlds (CD)	Turbo Tech
Kanako Grand 9	Turbo Tech
Microcosm 2090	Turbo Tech
Microcosm 3	Pala!D'Auto Tech
Microcosm Man 3 (CD)	Work Design
Romna '93	Turbo Tech
Syngun (CD)	Actual Turbo Tech
Shedlock Holmes 2	Work Design
Shedlock	Turbo Tech
Sensuro Ghost	Turbo Tech
Time Cruise	Fave/Turbo Tech

GAMEGEAR

Mortal Kombat	Anix
T2: Accade Game	Ataria
Deard Bible	Danark
James Bond Grand Prix	Danark
Bart vs. The World	TDI
T2: Judgment Day	Flying Edge
NFL Quarterback Club	Flying Edge
Hiandis	GameTek
Jeoperty	GameTek
Wheel of Fortune	GameTek
Chase H-Q	Sega
Dave Robinson-B&H	Sega
Hans Atomic	Sega
Tekigen	Sega
Tazmania	Sega
Vampire	Sega
Cliff-Clank	Sony Imagesoft
OilRigger	Sony Imagesoft
Dracula	Sony Imagesoft
Hook	Sony Imagesoft
Last Action Hero	Sony Imagesoft
Slinder 2	U.S. Gold
Global Gladiators	Virgin
Robin Hood	Virgin

NEO GEO

Art of Fighting 2 **SPK**

GAMEBOY

Cross Ward Challenge	Absolute
Star Trek TNG	Absolute

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This listing of upcoming products is current as of April, 1993 and represents future releases announced or planned or under development.



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jump right out of your chair! Realistic weather changes, sound effects and fish movements *REEL* you into the action. Best of all, there's room in the boat for you . . . and the whole family!



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HERO ILLUSTRATED

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Take a step into the incredible world of HERO, the new magazine of comics and comic book collecting from the publisher of EGM! Each big issue of HERO is loaded cover to cover with exclusive info on the latest developments in comic books - including special interviews with the hottest artists, reviews of new titles, and a price guide to track the value of your collection in a format unlike anything you've ever seen before!

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PUBLISHERS
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HERO

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BEHIND THE SCREENS

THE MAKING OF

PHANTASY STAR IV

INTERVIEW : PART 2

It has been over 1000 years since Dark Force and Mother Brain attempted to control Algo with its weather control system. Since then, a new threat is growing on the planet Motavia. Bio-Monsters, which normally stay outside the cities, start appearing within the Motavia Academy in Piata. The Motavia Academy is a college where young minds reach higher levels of education.

Two mercenaries named Rudy and Leila must seek out this mystery and put a stop to the force behind it.

For those who don't remember the first article we ran on Phantasy Star IV for the Mega Drive and Genesis, check back to issue 42 where we first showed some terrific scenes of the awesome RPG! In part 2, we'll discuss the changes made since that issue, plus show some first-

hand pix of what promises to be the hottest RPG of 1994!

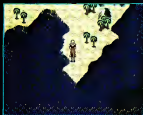
The PS4 development team has really been cranking



The college town of Motavia has monsters appearing out of nowhere.

since we talked with them last. Not much of the story-line has changed, but there are a whole slew of new pictures plus a more in-depth interview with the Phantasy Star Team.

The game begins with two main characters that you will have full control over throughout the entire game; Rudy, whom we talked about last time, and a new character named Leila, a feisty young female warrior with incredible skills. Other new additions to the cast include an unnamed character with telekinesis abilities and a more advanced version of Nei (from Phantasy Star 2). You can have a maximum of five characters in your party with a total



When the game is more complete, new lands will be built across large seas.

of 11 characters that will have come and gone.

This game is definitely no slouch when it comes to size! PS4 is three times bigger than PS2 with many new planets and moons to discover before you can finish. There are also over 100 breeds of both Bio and Mechanical creatures to do battle with. Collecting experience points and Meseta are also still a big part of the game.

Combat has been modified to the old way like Phantasy Star 2. You will get the same view of the back of your characters, but the background won't be a simple, blue grid. The backgrounds will be extremely colorful and will change according to the landscape of where you're fighting! None of the fighting scenes are shown due to the game being so early. However, as soon as we get a hold of a few pix, you can be sure we'll print them in future issues of EGM!



The sand town known as Mio is one of the many other towns you will visit.



LEILA



SAEI



FUOREN



HAN



FUARU



RUDY

THE CAST KEEPS ON GROWING

The towns have been changed a bit too! In some cases, you may actually fight in the towns! The first example is in Piata where you must venture through the labyrinths within the Academy to destroy the Bio-Monsters which inhabit the halls. Also, there is more interaction with townspeople so learning important information is even more taskful. There are a variety of shops in each town like weapon depots, tool shops to stock up on magic, and inns for when your group needs a restful nap and hit point recovery. Remember the teleporting system used in PS2 to zip to and from various towns? A new method of transportation will be used but no details were given away just yet.

Phantasy Star 4 is shaping up to be the best Sega RPG ever! Although no definitive release date has been set, they are planning on a 1994 release and are aiming for 16-Meg, maybe more! So stick around, because there may just be more interviews as more exciting information comes our way!

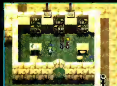


Of course, you can visit weapon shops, tool shops and restful inns in all towns.

ENTER MOTAVIA ACADEMY



Our band of brave adventurers begin their quest by learning of the strange occurrences that are happening at the Motavia Academy in the beautiful city of Piata. It seems that many strange and hideous creatures are simply appearing out of nowhere! Rudy and Leila have been hired to exterminate the monsters. But, this isn't just a bad case of cockroaches here! These monsters are part of an unknown evil force that threatens Planet Motavia and every other life-form in the galaxy. Could the insidious Dark Force be behind this?



Speak with the frightened students to learn more about the odd occurrences.



The Academy has many floors to explore before battling the creatures within.



CHARACTER ANIMATIONS!

More detail in the enemy's animation has been focused on. Here are just two of over 100 enemies you'll face. The green beast is called Grass Assassin and the droid is called the Sensor Bit. You'll face these two near the beginning of the game.



MORTAL KOMBAT

LET THE FIGHTS BEGIN!

It seems fighting games are the trend and Mortal Kombat is here to take a piece of the pie. After the unchallenged success of "other" fighting games, it seemed that nothing would break its ironclad hold on the arcades. Then a new game appeared with digitized graphics so clear and sounds so sharp it looked as if you were controlling actors instead of video images.

The name Mortal Kombat has since been a favorite in game rooms. What has drawn the attention away from the hottest game of all time? One quick glance will show you how far digitization has come. The characters and



backgrounds are very detailed. Add great sounds, voices and effects, and you already have the makings of an arcade giant. But there is more...there is the unique controller, the special endurance rounds, and maybe most of all, the incredible display of violence and gore. When coupled all together it spells success for any format it appears on. How close can the home market come? Only the programmers know for sure.

THE COMPONENTS OF MORTAL KOMBAT

M.K. is obviously a fighting game but it's more than a simple fight that makes this an arcade hit. Sure there are six regular fights, but then there is also the mirror match where you fight your evil twin. After that the action really heats up in an endurance match where you must fight two foes consecutively with one bar of energy. There are a couple of bosses for added fun and even several bonus rounds to break up the heated combat.



BONUS ROUND



MIRROR MATCH

BOSSSES



DETAILED DIGITIZED BACKGROUNDS AND CHARACTERS

PALACE GATE

THE PIT

COURTYARD

WARRIOR SHRINE



COLOR GUIDE TO ARCADE AND HOME VIDEO PICS

ARCADE - YELLOW, SNES - ORANGE, GENESIS - PURPLE,
GAMEBOY - LT. GREEN, GAME GEAR - CYAN



THE CONTROLLER DILEMMA

Once again the new demanding games push the video game hardware, especially in the area of controllers, to the limits. Mortal Kombat is a five-button game as shown by the diagram to the right. The Super Nintendo and Genesis systems both happen to have six-button controllers which allow for perfect game control. But what about playing Mortal Kombat on the portables? Sources indicate that the various moves will be performed by using the select button which will allow you to toggle between punching and kicking. This could get very tricky but it will be done...and done very well, we hope.



THE MORTAL KOMBAT TRAINING GROUNDS

Before you take on this game, whether in the arcade or at home, you'll have to learn the art of fighting. There are plenty of great moves and combos but start off with the basic techniques.

A very simple but effective move is the rapid pressing of the punch button when foes are close. This wears them down and stops them from performing moves. If you're really close you may want to press LP and forward to throw them. Another close Kombat skill to learn is the sweep (Back and LK) this will drop even a blocking opponent who is standing up. Also, you must learn to tap block to perform moves and then quick block again. From far away master the special moves to gain ground and the upper hand fast!

KEY TO GAME MOVES

HP-high punch, **LP**-low punch, **HK**-high kick, **LK**-low kick, **U**-up, **D**-down, **F**-forward, **B**-back, **DF**-down forward, **DB**-down back, **TE**-toward enemy, **AE**-away from enemy



LIU KANG



Former member of the Lotus society, he left to represent the Shaolin.

Orange FireBall: F, F + HP



His orange fireball is a stream of pure energy that is very fast and effective.

Flying Thrust Kick: F, F + HK



A flying kick when used as foes are falling back will give a double hit.

FATALITY: 360 ROTATION TE

SCISSOR KICK AND UPPERCUT COMBO





JOHNNY CAGE



A top actor who chooses to use his martial arts skills on the screen.



FATALITY: F, F, F + HP

RIP THEIR HEADS OFF IN STYLE



Green FireBall: B, F + LP



A green ball of flame to keep foes at bay.



Shadow Kick: B, F + LK



A fast thrusting kick; use when enemies walk.



Splits: Block + LP together



Use it up close to surprise them with a low blow.



KANO



Black Dragon member and mercenary, he is a cut-throat villain.



FATALITY: D, DF, F + LP

TEAR THEIR HEARTS FROM THEIR CHESTS



Head Smash: HP when close



When up close use your metal mask headbutt.



Roll: Hold block, 360 TE move



Rotate to spin and then release block to fly!



Knife Throw: Hold block + B, F



Use it up close to surprise them with a low blow.



SONYA BLADE



A special forces agent, she's on Kano's trail but was ambushed.



FATALITY: F, E, B, B + BLOCK

BURNING KISS OF DEATH



Force Wave: LP B+LP



A wave of energy rings that pack a strong kick.

Flying Air Punch: F, B + HP



Use this move to knock opponents out of the air.

Leg Grab: D, + LP LK, Block together



A powerful throw that's great when up close.



SUB ZERO



A Lin Keul ninja of a secret clan whose past is a mystery.



FATALITY: F, D, F + HP

THE CHIROPRACTOR NIGHTMARE



Ice Blast: D, DE, F +LP



Freeze enemies until you hit them. But if you do it twice it will backfire.



Slide: DB, + Block, LP LK together



Slide under most fireball types or throwing attacks and trip your enemies.





RAIDEN



The deific Thunder god, who has taken mortal form to compete.

Lightning: D, DE, F + LP



A powerful bolt of electricity that's shocking

Teleport: D, then U quickly



Disappear behind your enemy and grab them silly.

Torpedo: B, B, F



Fly at your opponents and push them to the wall.

FATALITY: F, F, B, B, B + HP

LIGHTNING STRIKE OVERLOAD



FATALITY: HOLD BLOCK, U, U



SCORPION



A specter with an unholy vengeance for rival ninja Sub Zero.

Spear and Cord: B, B + LP



Spear your foes and pull them in for a combo with the teleporting punch.

Teleport Punch: D, DB, B + HP



Anytime an opponent is in the air use this to reappear and strike!

BAD BREATH FIRE DEATH



For 500 years this behemoth has been hailed as the grand champion. One look at this huge multi-armed creature and you'll know the reason why. His arsenal of moves is limited but his attacks do incredible damage. He is also fast for his size and relentlessly keeps charging at you. Your only chance is to use your special attacks to wear him down but it won't be easy.



GORO: THE REIGNING CHAMPION

STOMP



FIREBALL



CHEST POUND



YOUR HOST FOR THE TOURNAMENT - SHANG TSUNG



YOUR FINAL AND GREATEST CHALLENGE

Early on, the tournament was filled with honor, until Shang Tsung became grand master. Under a curse he stole the souls of his victims. Eventually he was defeated and enlisted the help of pupil Goro. Now he is once again in control and is corrupting the fights.



He has the ability to transform into any character as shown to the right. He also has powerful magic fireballs that shoot out in multiples. If this wasn't bad enough, he can float across the ground at incredible speeds and is very hard to catch. He is the last and toughest of the mortal kombaters.



THE QUESTION OF GORE AND MORE

Throughout these eight pages of *Mortal Kombat* previews, there have been a lot of screens from every major home video game system. All M. K. fans are looking for one thing and one thing only...blood! This game's trademark is its violent fatalities and its abundant use of blood. One scene in particular, dubbed The Pit, is particularly gory with a bed full of spikes and body parts awaiting any who get knocked off the beam. (Shown to the right).

Will the home versions retain these features??? Look back over the pictures and all the moves and see that even the fatalities are present in all versions. The amount and detail of the blood and guts is still pending. Sources assure us that the end product will be as close to the arcade as possible, and from these early pictures it looks as if they are very close. Just check out the set of pictures on the far right. All versions (even the Super NES) show blood and gore.

As far as other special features such as the elusive extra character the reptile, combos, and bonus rounds, we'll all just have to wait for production prototypes. From the outstanding effort thus far, it seems all the graphics and hopefully sounds will make this the best arcade-to-home video game translation.

THE "GORE-O" PIT



Gore galore beneath The Pit, but will it make it to the home version???



You'll never beat me on any format!



IS GORE NECESSARY?

What are your feelings about having the blood, violence and fatality moves from the arcade game in the home video game versions of *Mortal Kombat*?

Let Acclaim know. It's important! Write to them at:
Mortal Kombat Violence
Acclaim Entertainment, Inc.
71 Audrey Avenue
Oyster Bay, NY 11771

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HEGF4

STREET FIGHTER 2...1986 TO PRESENT

DATE:

AUG
1986



SF-ARCADE

SEPT.
1987



FIGHTING STREET-TG16-CD

SEPT.
1990



STREET FIGHTER 2010-NES

MAR.
1991



SF2-ARCADE

APR.
1992



SF2 CE-ARCADE

JULY
1992



TURBO SF2 CE-ARCADE

JUNE
1993



SF2 CE-GENESIS

SEPT.
1993



SF2 CE-DUO



TURBO SF2 CE-SUPER FAMICOM

Has it really been seven years since we first started playing Street Fighter in the arcades? While not many of us were actually there in 1986 (the SF machine sales were actually quite poor), it was, nevertheless, the beginning of an era. The arcade version was simple compared to its sequel, but the TurboGrafx CD version - one of the first games ever released on CD - was more memorable. It wasn't a spectacular game (reviewers were saying the same things then as they are now about many CD games - "it's a cart game with CD music"), but it did introduce us to Ken and Ryu.

After a year or two Capcom decided to make another attempt at a street fighting game and early ads in the Japanese arcade trade journals called their new game Street Fighter '89. When



SF2-SUPER NES



SF2 CE-GENESIS



Street Fighter 2 broke out of the punch-and-kick mold to become the ultimate combat title!



The variety of moves and special techniques took SF2 where its predecessors never imagined.



SF2 CE-DUO

The big question now becomes: Where is SF3?



TURBO SF2 CE-SUPER FAMICOM

After FF, Capcom took the Street Fighter name and tried to make a futuristic fighting game for the NES. About all that the game had in common with SF was the main character who was named Ken.

Not having tremendous success with the SF game, Capcom went back to the drawing boards and came up with a heavily modified update and called it SF2. The rest is history!

The 1992 CE update gave the player control of the bosses, and late that year, after seeing many of their CE arcade games

being 'updated' with illegal accelerator chips, Capcom released a Turbo SF2 CE arcade game.

Most recently, the excitement has moved to the home scene with the release of a CE ver-out for the U.S. Genesis and the Japanese Duo. Just last month, the series was concluded with the introduction of the Turbo version in Japan. Can a U.S. release be far behind?

Most recently, the excitement has moved to the home scene with the release of a CE ver-

THE HISTORY OF FINAL FIGHT



FF ARCADE
JUNE 1989



FF SUPER NES
NOVEMBER 1991



FF GUY (JAPAN)
MARCH 1992



FF 2 SUPER NES
JULY 1993



MIGHTY FF NES
JULY 1993



FIGHTING STREET

The Legend Begins

This is the game that started the epic saga! Fighting Street was originally released in the arcades in 1987, but NEC bought the rights for the home version in 1989 and called it Fighting Street.

It features 10 enemy fighters to combat or play in a two-player mode against the formidable Ryu or Ken. This very first Turbo CD game is difficult to find, but if you do, you'll have a real collector's item!

JAPAN

Retsu Retsu is a skilled warrior but his lack of speed and special techniques make him an easy foe to defeat.

Geki Geki is a powerful ninja with the ability to turn invisible for sneak attacks. He also throws fast ninja stars.

U.S.A.

Joe Joe is a quick fighter who specializes in back kicks. Just keep kicking him to come out on top.

Mike Mike is an ex-boxer who packs plenty of powerful punches. Even though he has no kicks, don't count him out.

ENGLAND

Birdie Birdie is an oversized thug with a devastating attack using his head. Watch for his two-fisted attack.

Eagle Using two iron rods as his primary weapon, Eagle has incredible strength with a powerful spin attack.

CHINA

Lee A known kung-fu expert, Lee has fast attacks with many flashy and deadly tricks up his sleeve.

Gen Gen is an old martial arts master with quick moves and an unusual style of boxing. Watch for his sweep.

JAPAN

RYU Ryu is the calm and cool fighter who lives only for the fight. He has a wide range of attacks that includes the awesome Dragon Punch and the fearsome fireball attack.

THAILAND

Final Battles!

ADON Adon is a strong opponent who uses a variety of punch and kick attacks. Beware of his upside-down kick flip!

SAGAT The final battle is with Sagat! His moves, like the Tiger Fireball and powerful kicks, are the most destructive!

JAPAN

KEN Since Ken and Ryu trained with the same master, they both know the same maneuvers. His berserker rage can really stun an opponent when he flips out.

New! For Duo / PC Engine!

20 MEG!

STREET FIGHTER II CHAMPION EDITION

When word hit our office that a new version of Street Fighter II: Champion Edition would be shown in Japan, we quickly packed our bags and headed out to the CSG (Consumer Soft Group) Show in Tokyo.

And the rumors were correct! There it was, up and running, Street Fighter II: Champion Edition for the PC Engine! To everyone's surprise, NEC of Japan

had been secretly negotiating with Capcom of Japan for this title in addition to Sega!

In this article, we'll focus mainly on the PC Engine version, but, in order to see how really good it is, look at how it stacks up against the arcade, Genesis, Super NES (original SF2) and the new Turbo SF2 CE version for the Super Famicom!

After talking with the people at NEC we found out that the biggest problem surrounding the release of SF2 for the PC Engine was the controller. Since it only has, at most, three buttons, they decided to incorporate the same button system as found on the Super NES pad. While this new pad may not look

• 6-BUTTON JOYSTICK •



This may not be the most attractive joystick, but it sure does control well.

like much, it controls great and has a nice feel for those intense combo attacks. The 6-button pad will retail for ¥3980 (about \$35.00) and it will be out in June.

Now, on to the game. The original Street Fighter II arcade had some programming flaws like making Guile much too strong and some of the special attacks took some real work to get them out. But when Champion Edition hit the arcade floors, these and many other changes were included to make the game easier and more fun to play. To sum it all up, every change made to the arcade has been included in this version!

There's no skimping with this game, either! NEC went all-out and made it an incredible 20-Meg! As they explained, more on-screen colors means more memory needed to show the same data. That is why the Genesis

COMPARE THE DIFFERENT VERSIONS!

Although Street Fighter II is currently in four formats, the biggest difference between these versions is in the background color and detail. Check it out!



The Super NES Guile stage has nice detail but only has a blue background.



The PC Engine background has a colorful gradient with lots of detail in the jet.



The Genesis version has a redder background and everything is smaller.



The colorful background on the arcade and PC Engine look similar, don't they?



Yes folks! This is an actual photo of the Super Famicom Turbo Street Fighter III!



Choose your favorite World Warrior from the large menu of twelve characters.



Ryu's searing fireball makes short work out of M. Bison.



Now, Honda can move around while doing the 100 Hand Slap.



Blanka's face bite really lets him get up close and personal!



Guile's thrusting knee attack has been left in this version.



Ken's furious rage lets him execute the eggbeater kick!



Chun Li can score multiple hits with her spinning kick!



Zangief's most powerful move is the spinning piledriver.



Dhalsim can turn up the heat with the scorching Yoga Fire.



Yes, even the bosses can be used as playing characters in SF2: CE!

version only required 16-Meg. In other words, this version plays, sounds, and looks just like the arcade. To top it off, it has a versus mode, two-player ability, and the addition of playing as the bosses! However, it will cost a steep ¥9800 (about \$90.00) when it first hits Japan in June, but that price will probably drop.

Of course, all the characters are there with their re-designed faces. Guile has a chiseled look to his face, Blanka looks even more like the beast he is, and Ryu looks older.

Naturally, you can choose to play as either the character's champion colors or the normal SF2 colors by just selecting the player and pressing a button.

The game plays exactly the same as the coin-op and the special techniques are executed just like before with all the joystick and button combos churning out some awesome attacks. The levels are beautifully detailed and there are animations occurring in the background.

The sound effects are also a real treat to hear because they sound

as good, if not better, than the Super NES! This comes as quite a shock because the PC Engine wasn't known to have such great sound capability. The level tunes fall a bit short of the Super NES but aren't bad. The voices are also perfectly digitized and sound terrific, too!

Although we didn't get to see the bonus stages (not completely fin-

ished) we can assume that they will be faithful to the arcade.

Overall, as this game shows, the PC Engine still can hold its own when compared to what the Genesis can do. Hopefully T.T.I. will be able to bring this super cart to the U.S.!



HANDS-ON PC ENGINE REVIEW

ED

Having played both the Genesis and now the PC Engine versions, I can say that both are excellent games. Game play and sound quality are virtually identical, and the control is very precise. Executing the complex combos was very easy. Which one is better? I would have to say that the PC Engine version came out on top, not because of playability, but rather because it looks great. The extra colors on the screen really make a difference!

DANYON

I really didn't know what to expect from the PC Engine version, but I've gotta tell you that this game is incredible! Every aspect from the perfect game play, excellent voices, and colorful graphics make SF2 CE a winner! The only drawback would be the background music but it is the best music I've heard from a chip game. The added cost of the six-button controller seems negligible because the game is just so good. Seems the PC Engine is back from the dead!



The title screen shows off the three modes, including a versus mode.



The versus screen lets you choose each character's power level and the stage.



Here it is! The long awaited sequel is finally showing its lights, and wow does it shine! Check out all the different things that this super sequel has over its predecessor as well as some old concepts!

Two levels so far...

At present, two levels are completed; both are set on the arctic planet Hoth.



Ride atop a Tauntaun, roaming the land for the Probot that's looking for Rebels!



Enter the Rebel camp and take out the Snow-froopers to protect your friends!

The mysteries of a Jedi Knight

As we all know, Luke is a Jedi Knight in training. So, he must possess certain skills that make him quite more advanced than what he once was.

First of all, Luke can use the force to become temporarily invincible for a short period of time. Luke can also run and fire at the same time without stopping. Finally, by using the control pad, Luke can have his Lightsabre float on the screen!

STAR WARS THE EMPIRE STRIKES BACK

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
JVC/LUCASFILM	SUPER NES	MODERATE	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
10-16 MEG	14	ACTION	75%

The Battle of the Jedi Returns!

Who wasn't expecting the Empire to strike back on the Super NES? At the time this article is written, there are only a few levels completed. But by the time you read this and see it at the Summer CES, the game will be in the final stages of production!

Some of the new features are evident, like using the force (see below) but another new thing is that the characters (Luke, Han, Chewie) have new special attacks and abil-

ities that will let them perform better in some levels than in others. For instance, Han Solo can now throw deadly grenades.

Also, some of the later levels not covered here include a Snowspeeder scene, reminiscent of the land-speeder scene, but now they will have mountains and hills instead of just a basic flat land. There will be training missions on Dagobah and even a huge battle on cloud city with the eventual first battle with you and Darth Vader. Lightsaber to Lightsaber! Stay tuned to the next issue of EGM for more info!

Now Luke Can Really Use The Force!



Have Luke concentrate and you will be able to let your lightsabre float...



... and by using the control pad, you can move it to attack enemies!

Tracking the enemy across the surface of Hoth!



The hunt is on! Skip along the freezing lands of Hoth in search of the probot that has just landed. Beware of the bear-like creatures that will attack you! Many of them have sharp claws that can do nasty harm!



As you prance across the surface, you will be amazed at the amount of detail to the land! The snow is given a new effect that makes it seem like it is blowing in different wind curves, and you will also notice after a while that in the backdrop, the probot will appear.

WAMPA STRIKE!



WHOA! Looks like Luke met up with the grand-daddy of all the Wampas! Watch out for its huge extending claw arms and use the Force in order to hit it in the head with your Lightsaber!

Help out your friend in the Rebel Encampment!



Speeder bikes on Hoth? Hey, the Sarrlac Pit was in the first game. Besides, who said that they didn't exist during that time (But I'd hate to know the wind chill factor!) They still prove hazardous to your health as they quickly dart by nailing you in the back with massive momentum!



The force will prove to be quite useful when dealing with the enemy Snowtroopers. They will be hiding in shelter behind blast shields and all other sorts of cover. So if you think that a good blaster by your side is better than the Force, think again! This one is going to rock!

AT-ST ATTACK!



You had better sharpen your skills for this puppy! A Scout Walker boss has just crossed your path! It jumps around in a similar fashion to the Defense droid in the previous version, so keep alert!

Look Into The Future Of The Star Wars Gaming!

Well, now that we are seeing Super Empire, there are those who are asking to see some development on Return of the Jedi. Despite all the rumors flying around, there are no concrete developments on Return at this present time. When the word does hit, however, EGM will be there with the whole scoop just for your eyes only!

However, JVC is doing Rebel Assault for Sega CD, and going by what we've seen, it's gonna be hot! This CD utilizes many new digitization of advanced poly-

gon backdrops as well as great sounds and superb game play that could just rival the recently released X-Wing for the PCs. Speaking of which, there are rumors about a Super NES version of X-Wing that utilizes the Super FX chip to be in the works. Whether it is true or not, has yet to be seen, but it would sure be nice! Stay tuned to EGM for the new softs of the classic movie and an update to the Super NES version of Empire in later issues!

REBEL ASSAULT/SEGA CD



Rebel Assault should be a spectacle for the eyes of Star Wars fans!



SLIPPER NES



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JALECO	SUPER NES	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	11	FIGHTING	95%

TURBENURB



KOTONO

Origin: Japan (Kyoto)
Military Art
Kuki Shindemaru Ninjutsu

Kotonou has mastered the art of Kenjutsu, the art of swordsmanship and is out to avenge the death of her father.

Hold \leftarrow , \rightarrow punch

Drawn Sword
Mist Slash



Hold \leftarrow , \rightarrow punch

\uparrow \leftarrow , \rightarrow punch

Deadly Kick

Kuki Style
Circle Breaking



Hold \leftarrow , \rightarrow Kick

Press \rightarrow , punch



THE TIME TO
 DETHRONE THE
 FIGHTING GOD
 HAS COME!

The final major war of the Earth has happened! Now, only the strong are able to survive in this desolate wasteland, without much to fear.

All that has changed, for a mysterious warrior named Jade, the "Fighting King," is challenging all those who feel confident enough to try to reach him in his tower palace and take him down. Now, four warriors are posed ready to decide the fate of this megalomaniac in their own hands.

This cart has all the technique one would expect from a fighting game. There are four characters you can play as, and 1D different boss characters. The backgrounds have very cool effects, ranging from fog covered landscapes to candles reflecting on the floor to bursts of lightning. This cart also is the first of its genre to use an instant replay feature for all those masochists out there who love to see the pain of others! Many other features exist that make this cart shine above the rest!



ZAZI

Origin: U.S.A. (Texas)
Military Art
Chibou Haaryu

Zazi is Syoh's rival and has to settle a match between them. He has all the same skills despite being American.

Lightning Break

Blue Thunder Punch



\leftarrow , \rightarrow punch

\uparrow \leftarrow , \rightarrow punch

Dragon Blade

Side Throw



\leftarrow , \rightarrow Punch

Press \rightarrow , punch



SYOH

Origin: Japan (Hokkaido)
Military Art
Tenja Haaryu

Being the master of the dark side military art, he fights with many powers and abilities at his disposal.

Lightning Break

Blue Thunder Punch



\leftarrow , \rightarrow punch

\uparrow \leftarrow , \rightarrow punch

Dragon Blade

Deadly Diving



\leftarrow , \rightarrow Punch

Press \rightarrow , punch

VORTZ

Origin: Holland
Military Art
Professional Wrestling

On a quest for a mysterious person, Vortz maintains his silence and does what he does best, cracking heads!

Climb Axes

Lightning Tackle



\uparrow \leftarrow , \rightarrow punch

\leftarrow , \rightarrow punch

Muscle Buster

Super Stamping



\leftarrow \uparrow \downarrow \rightarrow punch

Press \rightarrow , punch

THREE TIMES THE BASHING, THREE TIMES THE FUN!



Versus Mode

Here, two can play as the four main characters and fight in any stage that they may choose.



Time to take on all your friends!



Story Mode

This mode lets you play through the entire game as you fight your way to battle Jade.



Let's get rid of Jade for good!



If vs. CPU.

Having trouble with a boss? Then practice on them in this helpful mode for new fighters.



Freshen up and take them down!



TAKE ON YOUR THREE FRIENDS FIRST!



KOTONO

In order to decide who will go into the tower, you must challenge your other three companions first. These will take place at the old sports stadium.



VORTZ

SYOH



ZAZI

INSTANT REPLAY!



For the first time, a fighting game with an instant replay feature that will let you witness the



last few blows dished out by you and your opponent. A great feature for "rubbing salt into your opponent's wounds!"

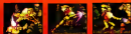


BEANS

Style-
Street Fighting



Born in the Bronx, this nut can either be quite deadly or goes heavy on the offense and not on defense.



DOLF

Style-
Assassination



A survivor of the Middle Eastern war. His bazooka and his survival knife are what he uses the most.



GAJET

Style-
Pro Wrestling



Gajet was expelled from wrestling after accidentally killing an opponent. He uses his skills for death.



SIROU

Style-
Iga-Ninjutsu



A ninja drawn to the Fighting God's evil side to reach the highest status of Iga-Ninjutsu. Skilled with a sword!



REI

Style-
Kokkenpo



Another he that is actually a highly trained she! Her powers of spiritual control make her an evil opponent!



K'S

Style-
Weapon Arms



A product of East Germany's military experiments. After him, it will be time to take on Jade, the "Fighting God!"





WILL IT EVER END?

It is years after the first battle, and the Mad Gear Gang is beginning to regroup!

To start, the gang has kidnapped Guy's fiancée, Rena, and her father Genryusai! However, Rena's little sister, and Guy's best friend Maki, are going after them! Also wanting some action is Carlos, a visitor from South America staying with Haggar! Unlike its predecessors,

Final Fight 2 allows for two people to play simultaneously! And with new comers Maki and Carlos, this is sure to be one white-hot title!

ROUND 1-1:



TWO-PLAYER ACTION!

Now two can play simultaneously! However, your blows can hurt each other, and watch those throws!



CARLOS:

AGE: N/A
HEIGHT: 6'2"
WEIGHT: 200 lbs.
HOBBY: Sword Collecting

Carlos is also quick and agile, and uses his sword for special attacks!



SOME WEAPONS AND HEALTHY FOODS TO STAY TOUGH AND FIT!



2x4:
Long piece of wood with reach to hit deadly undesirables.



TONFA:
Good for quick jabs at enemies from a good distance!



KNIFE:
Grab this light-throwing blade to throw at your enemies!

BEEF: This, and other items like it, will increase your health meter!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	10 MEG	6	ACTION	85%



MAKI:

AGE: 20
HEIGHT: 5'4"
WEIGHT: 114 lbs.
HOBBY: Street Fighting

Maki is the quickest of the three, also the most fragile!



HAGGAR:

AGE: 46
HEIGHT: 6'10"
WEIGHT: 280 lbs.
HOBBY: Wrestling

Haggar is the strongest of the three, but he is also the slowest!





ROUND 1-2:



Won Won jumps high in the air and tries to land on you!



ROUND 1: HONG KONG



The streets of Hong Kong are the first battlefields! Unlike the previous Final Fights, this one has vertical as well as horizontal scrolling! Also look for crates and barrels - smash them open for health items, weapons and even bonus lives! Also keep an eye on people in the backgrounds - like in Round 1-1 - you may spot a familiar face! Look for these street fighting spectators throughout the rounds! At the end of the round is a big boss to take you on!



ROUND 1-3:



ROUND 2: FRANCE

Battle through France to get to the airport! The Boss Freddie rushes you with his massive chest! Use jump kicks to knock him down then go in for a throw or knockout!



FRANCE 5:075H



HOLLAND 4:00PH

ROUND 3: HOLLAND

Watch for mines on the ground - try and get your enemies to step on them! Bratken is the boss here: he uses powerful charging dashes and jump kicks!



BOSS!



BOSS!

BONUS STAGES: RACK UP SOME BIG POINTS!



At the end of some rounds, there are Bonus rounds where items must be destroyed in a certain amount of time - like cars and flaming barrels! A chance to get big points!



CONTINUE?

If you lose all your lives, you have a number of continues! During this time you can choose another fighter also!



SUPER NES



**"LET THE
CARNAGE BEGIN!"**

Rock 'n rollers and race drivers, start your guitars and engines! Here comes Interplay with a hot racer that will knock your socks off! In this perspective racer similar to RC PRO-AM, race to the sounds of "Peter Gunn" by Henri Mancini, "Born to be Wild" by Steppenwolf, "Bad to the Bone" by George Thorogood, and many more! There is an option that lets you race alone or against a friend! You can also purchase several upgrades for your vehicles, including modified engines, armor and missiles to blast the opponent apart! Your ranking after race determines how much money you will be awarded! All this, including great hosting and commentary by Larry Haffman! What more could you ask for?

TRACK 1: Simple Lap

The first tracks are on the planet Luna! All tracks are on pillars over a pit of who-knows-what! Watch the ramps so as not to jump off the track and into destruction below! Every time you make a lap, your weapons and other items are replenished back to full capacity!



"HOLY TOLEDO!"
Hit a ramp on the wrong angle and you will catapult off the track to your demise!

"LOOK OUT!"
Opponents can also slam and push you off the track! But they don't gang up!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	INTERPLAY	SUPER NES	MODERATE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	85%

Rock & Roll Racing

MEET THE RACERS:

These are the racers you can choose to play as in the game - each is from a different planet with special skills!



Billy
Badland
of Xand

Snake
Sanders
of Terra



Alexiphr
of Bogmire

Tarquin
of Halodine



Cyberhawk
of Serpents

Katarina
Lyons of
Panteros



TWO-PLAYER ACTION:

Race player against player with this split-screen model! The two players have to worry about each other as well as the other racers on the track! Don't fret - they never gang up on you!



TRACK 1: PLANET LUNA:

First planet you will race on - Planet Luna! There are several other planets with different tracks, however, all the tracks on planet Luna are on pillars suspended in the air! The guard rails can be your enemy here as well as your friend! The former case being so in



MEAT MACHINES:



Each car has its advantages depending on what track you are racing on. Pick the color of your car by pressing UP and DOWN, and use the crane by pressing LEFT and RIGHT to select your car! When the crane is over the car you want, press UP and highlight EXIT. Then press B.

IN DETAIL:



CAR: DIRT DEVIL
PRICE: \$18,000
 Good for street and dirt tracks!

CAR: MARAUDER
PRICE: \$18,000
 Best for use on concrete streets!



CAR: COMMANDO
PRICE: \$18,000
 Best used on dirt/off-road tracks!

THE AUTO STORE: ITEMS AND PRICES!

These are the items you can buy with money from each race! Go to Equipment box on the options screen before each race starts!

ENGINES:	SHOCKS:	FENDERS:	TIRES:
These engine upgrades increase your speed!	Take rough bumps easier with these better shocks!	Survive more hits with stronger armor!	Hug those hairpin curves with better and bigger tires!
COBRA: STD.	HOPPER: STD.	DEFEND: STD.	TRACKS: STD.
HAMMER: \$10,000	SPRING: \$5,000	RHINO: \$8,000	ROADS: \$7,000
CHARGE: \$30,000	TWINS: \$15,000	SABER: \$24,000	MUDS: \$21,000
ATLAS: \$60,000	ATLAS: \$30,000	ATLAS: \$48,000	ATLAS: \$42,000

OTHER "HELPFUL" ITEMS:

LIGHTNING NITRO:



COST: \$12,000/BOTTLE
FUNCTION: Each bottle of Lightning Nitro gives your car a brief blast of super speed!

SLIP SAUCE:



COST: \$2,000/GALLON
FUNCTION: Lays down little tack-like objects that cause other cars to slide on the road!

ROGUE MISSILE:



COST: \$10,000/MISSILE
FUNCTION: Blow away enemies with these missiles that fire from the front of your car!

that if you use the nitro booster and hit the rail dead-on, your car has a good chance of exploding! The latter being so in that if you make the turn correctly, and scrape it, it will help keep you on the track! However, some of the later tracks have no guard rails!



HAZARDS N' STUFF:

These are some of the things to watch out for while racing:



Curves:
 If you use the nitro and hit the rail you will explode!

Other Cars:
 Get smashed by other cars and you will start to smoke!



Jumps:
 Some of the later tracks on the planet have ramp jumps!

SLUPER NES

YOSHI'S COOKIE



The Action Game menu consists of choice of round, speed and music type.

THAT'S THE WAY THE COOKIE CRUMBLES!

The cookies are piling up in the factory and it's up to Mario and Yoshi to sort them before it's too late! You can help them in their kooky cookie caper with Yoshi's Cookie for the Super NES.

This is an addicting puzzle game in which you must move 6 different types of cookies that are randomly placed, and stack them into vertical and horizontal rows and columns of the same type. Once you do this, the line of cookies disappears and you will earn points based on how many cookies were in the line, and how many lines you removed. This puzzle masterpiece has 3 separate games within one cart! First, there is the Action game which boasts over 100 stages, the VS. game that you can play with a friend or the computer, and the Puzzle game where quick reflexes are not the key, but rather your strategy will be needed

MEET THE VS. MODE CHARACTERS



MARIO

He is a balanced character with no real strengths or weaknesses. Mario is a very well-rounded player.

PRINCESS

She can attack players with the most effective Event. Her window messages come by very quickly.



YOSHI

He has a strong defense. Yoshi is good to use against Koopa. Beginners will want to use him.

KOOPA

His strength is very powerful, and can hold attacks for a long time. His fuse burns fast, so be alert to it.



to reveal the secret Mario World Map. Choose from 4 characters with various abilities to help you complete the VS. mode. Helpful menus for each separate game will let you skip rounds, adjust speed, handicap, and various types of music. Comical cinemas grace the screen after every 10 stages of the Action game are completed. So put your puzzle addicted fingers on the controller, and get the munchies with Yoshi's Cookie!

BONUS!
At the end of 100 levels, look for a special clue from Mario to play hundreds of new stages!



FACT FILE	MANUFACTURER	PLATFORM	DIFFICULTY	AVAILABLE
	BULLET-PROOF	SUPER NES	MODERATE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
4 MEG	100+	PUZZLE	100%	

SNACK ON THE ACTION GAME



This is the idea. Move the heart cookie up to the top row.



Match a row of cookies. Do this for every cookie to win!



These cookies will disappear and you'll score 40 pts.



Once all cookies are matched, the stage will be cleared.

PLAY A FRIEND OR THE COMPUTER IN THE VS. GAME



1. This is the VS. Game option screen where you can choose a human or computer opponent. Change your time speed and adjust your handicap to complete. Choose the type of music you want, or just turn it off.

3. Each player's goal is to line up five cookies vertically or horizontally. Each time you do this, you will gain one notch on the point meter and a Yoshi cookie. If any player's timer fuse runs out, the game is over. Get three crowns to win!



2. On this screen, choose which character you would like to be. Each has his/her own strengths and weaknesses in areas such as Attack, Defense, Message and Time Limit. Enter your initials and begin the VS game.

4. Once five Yoshi cookies are gained, a player may put them in order vertically or horizontally to initiate good or bad Events. These Events include Panic, Blind, Slave, 3 to 7 point losses for either player, and an additional 3 points.



FOOD FOR THOUGHT WITH THE PUZZLE GAME



With each starting round, you have 10 stages to complete.



Reveal the secret Mario World Map by passing every round!



Solve this one in two moves? It's not as hard as it looks.



Get passwords if you solve a puzzle with the set moves.

YOSHI'S TUMMY-PLEASING TIPS

ACTION GAME

When you complete 5 lines of one type of cookie, you will get a Yoshi cookie which is used like a "wild card."

VS. GAME

Defeating all 4 characters in the VS. computer mode will allow you to play against a secret set of new characters.

PUZZLE GAME

By using the top L and R buttons, you can undo moves. L will go back 1 move and R will let you start over.



TOTAL CARNAGE

SUPER NES

WICKED WEAPONS AND POWER-UPS!



**STANDARD
ISSUE**



**MACHINE
GUN**



**3-WAY
RIFLE**



**MISSILE
LAUNCHER**



**FLAME
THROWER**



**SUPER FLAME
THROWER**



**SHIELD
BELT**



**TIMED
BOMB**



**BIG
BOMBS**



**ORBITER
OPTION**

BLOW UP THE BABY MILK!

The world is no longer a safe place to eat, drink and be merry. The villainous General Akhboob, infamous ruler of Kookistan, has made all types of militant mutant life-forms.

You are part of the elite Doomsday Squad and you'll control either Captain Carnage or Major Mayhem through this incredible battle.

Every ounce of your fighting ability will be tested as you go against huge enemies and all sorts of dangers.

Power-ups are plentiful and you'll need them to survive this non-stop shooting gallery. The game can be played by one or two players and there can be tons of enemies on the screen with no flicker or slowdown. Stay tuned to EGM for more coverage on this super intense cart!

INTENSE TWO- PLAYER ACTION!



HUGE ENEMIES AND BOSSES!



This huge armored tank will aggressively attack you from the right side of the screen.

After blowing the tank to pieces, the crew will come out to give a warm welcome.



These are screen shots of an extremely preliminary version of the game. Some graphic changes may occur.

LEVEL ONE

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
THQ	SUPER NES	MODERATE	4th Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	12	ACTION	60%

STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027.

Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead.



Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

ACTIVISION

F959
CORPORATION

SUPER NES

F1 ROC 2



Enhance the car with race money!



After competing in the beginning rounds of the races, you'll notice that the money just

seems to be pouring in! Use this to your advantage by investing in better parts for the car. To do this, enter the construction mode through the Grand Prix menu and speak to the professor. By donating cer-

tain amounts of cash, he will develop better equipment for the car.

Your options range from devising stickler tires for more grip around corners, a more powerful engine for strong acceleration, and more angled front and rear wings for better downforce and stronger durability from multiple crashes.



Race on 16 International courses!

With 16 incredible courses to race on, you will face some of the best opponents from around the globe. Each course offers a variety of twists and turns to make your head spin! The Tokyo GP offers an overpass with some really

wicked turns, and the Portugal GP is a tight and twisty course where excellent handling is a must. For speed maniacs, the best courses include San Marino GP and especially the Italy GP. Expect more surprises from the future races!



There is a lot to keep an eye on! Here is a rundown of the viewscreen for the races.

THE DISPLAYS!

- A** YOUR RACE CAR.
- B** THE OVERVIEW OF THE RACETRACK.
- C** A RECORD OF YOUR BEST LAP TIME.
- D** THE TOTAL AMOUNT OF TIME RACING.
- E** THE TACHOMETER AND SPEEDOMETER.
- F** THE DAMAGE INDICATOR.
- G** OPPONENTS' RACE CAR.
- H** RANK POSITION.
- I** NUMBER OF LAPS LEFT TO COMPLETE.

Lives on the line for fame and glory!

If you want to feel the experience of driving around real F-1 racers and not just some hovercrafts, then F-1 Roc 2 is sure to deliver. And for those who felt the first F-1 Roc wasn't up to speed with F-Zero, fret not because the addition of a DSP chip really speeds things up!

Multiple options let you modify the car with winnings earned from races. Tackle sixteen tracks from around the world with three cars to choose from for the first races. The more races you win, top teams will select you as their top driver and give an even better car! Check out just what the DSP Chip can really do!

Choose from seven racers

McLAREN



BENETTON



WILLIAMS



FERRARI



FOOTWORK



LARROUSE



PROTOTYPE RACER



Each one of these cars has different handling and accelerating capabilities to be mastered on the track.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SETA	SUPER NES	MODERATE	3RD QTR.
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG + DSP CHIP	N/A	RACING	100%

Top Game Awards From
OMNI
 COMPUTE
 Computer Gaming World
 Games Magazine
 Game Players Magazine

Kick Some Kilrathi Butt!

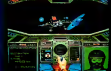
Unretouched Super Nintendo Wing Commander Screens



Mission Briefing
 Edge Factory, 00-00 hours, 00-0-00



It's like you're the star in a deep space action-adventure movie



Wingsuits like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Filled with pride, you meet the captain of your fleet.

More than 40 separate missions that get more complex as you progress

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - and you're the star!

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



A SOFTWARE
 TOOLWORKS
 COMPANY

WING COMMANDER

The 3-D Space Combat Simulator

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Dr. Lightfoot I Presume?

The ever-growing fad for having mascot games is steadily growing. Soon to be added to the list is Arty Lightfoot, the spelunker of steel that has a few tricks that will blow your mind!

First of all, the levels in this game are set up so that you will have to not just go through them, but explore

them as well. To help you, you can perform neat feats like using your tail to do super jumps and to grab enemies, you can find jet-packs and other cool items, and a little blue blob-like sidekick that will help you out when you need it most!

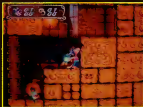
Arty Lightfoot

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ASCII	SUPER NES	MODERATE	4TH QTR. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8+ MEG	16	ADVENTURE	30%



Ride atop this huge snake as it slinks through the level. You will need good timing when trying to tackle this.



Make sure you look in every direction. Who knows what dangers may lurk about you as you ascend the pyramid.



This guardian is protecting the key on the floor. You must use all your skills to get that key to exit the level.

Enter the caves!



Be sure about what you're going to plunge into while in the caverns!

The levels are huge, so slip on them runnin' shoes and start haulin'!



Leaps of faith!

Outside, there are levels you must jump in order to pass.



These mines are quite treacherous! Watch your step or you'll be toast!

Password feature!



In order to continue from where you left off, there is a password feature included. It comes in quite handy, actually.

Solve the puzzles of the ancients!



An impenetrable wall! Well, there must be a trick! If the beam of light is broken, then the magic



door rises up and you are able to run through the barrier. However, if the light hits a block in the



floor, the wall closes again. The solution: find a loose brick to block the light so you can escape!

The Crew



Here are the heroes of the cart! Arty and his little sidekick are the latest in mascot games, and it looks hot!



There are many skills and items Arty is able to use.



MISSILE SETUP

There are three different missile configurations for the Multi Fighter. Choose the missile setup which suits your space dogfighting style.

**BOMB**

This setup sends your missiles directly above and below your ship.

**HOMING**

Your ship's missiles will seek out and destroy the enemies automatically.

**STRAIGHT**

You will launch missiles right ahead of your ship. Use precision here.

WEAPONS SYSTEMS

The armament you choose for the Multi Fighter can be upgraded up to three levels for super destruction.

LASER VULCAN WAVE

Along with its powerful weaponry, the MF-92GX Multi Fighter is equipped with giant orbs that can be launched at oncoming invaders. The orbs also have a destructive spread-attack capability, destroying nearby aliens and blocking enemy shots.

**MISSION ONE**

Blast the numerous Bio Metal forces hiding out in the large cloud masses.

**BOSS 1**

Launch your ship's orbs at the boss's weak spot where its large laser fires.

MISSION TWO

Take on the more vicious enemies in this blazing hot stage in the desert.

**BOSS 2**

The boss in the desert attacks with a deadly spread shot and poison clouds.

MISSION THREE

The floral level of the third stage is filled with exotic creatures and backdrops.

**BOSS 3**

This floral boss has four deadly flowers that spray their load of lethal pollen.

FULL METAL DESTRUCTION!

It is Galaxy Century 232. An alien corps., code-named "Bio Metal," and the people of your planet are competing to find natural resources after a long space war. The special fleet of the Galactic Council was later attacked by the aliens during their digs. Now you and your co-pilot are ordered to use a prototype starship hailed to be the most awesome weapon known to man against the aliens. Good Luck!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACTIVISION	SUPER NES	MODERATE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	5	SHOOTER	70%

**BIO METAL**

SUPER NES

THE AREAS OF PLAY

The zones have changed in the future.



HOME RUN ZONE



FAIR ZONE



FOUL ZONE



CHOOSE A TEAM AND USE THEIR BEST TRAITS

EXCITING LEAGUE



AMERICAN DREAMS
HITTING



TOKYO SAMURAIS
HITTING



NAPLES SEAGULLS
BALANCE



TAIWAN MEGAPOWERS
HI-TECH



KOREA DRAGON
PITCHING



BATTLE ANGELS
CHANCE

FIGHTING LEAGUE



BATTLE HEROES
HITTING



NINJA BLACK SOX
RUNNING



AUSSIE BATTLERS
CHANCE



MECHANICAL BRAINS
HI-TECH



METAL SLASHERS
HITTING



TROPICAL GIRLS
FIELDING



As the game progresses, there will be a few opportunities to make some spectacular plays. Close calls will be viewed in cinematic fashion. Home runs will show the hitter celebrating at the plate after he or she rounds the bases.



FIGHTING LEAGUE				
Rank	Team	W	L	PTS
1	AMERICAN DREAMS	05	01	333 09
2	TOKYO SAMURAIS	04	02	666 09
2	NAPLES SEAGULLS	04	02	666 09
4	TAIWAN MEGAPOWERS	02	04	333 09
5	KOREA DRAGON	02	04	333 09
6	BATTLE ANGELS	01	05	166 09

View team standings during the season on the way to the championship!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	SUPER NES	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
12 MEG	N/A	SPORTS	100%

PLAY BALL!

The future of baseball has made major changes in the way it's being played. The playing zones have been rearranged to accommodate a more offensive approach. Men, women, and even robots play in the same league and sometimes on the same team. Humans use playing armors to enhance their arm strength, hitting ability, and fielding skills against the all-robot teams. There are even "Stop" areas in the field that literally stop the baseball from rolling or bouncing around!





Wreckers Reef



A simple square layout that has sand traps and oil placed in all four corners.



The only real danger to watch for is the inlet that leads to a dead end!



Treasure Cay



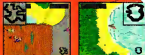
Things get a wee bit hairy once you enter this stage. Turns are plentiful here!



Likewise with the Jetski level. Things also tend to get quite crowded.



Port Elizabeth



Here the challenge is at the max! Hope your skills are sharp enough!



NINJA ZX-6



Has a slow pick-up but delivers some truly excellent control.

NINJA ZX-7R



Has a very good pick-up pace but it skids very easily.

NINJA ZX-11



Fast and sleek, but the controls are way too touchy.

TWO TIMES THE RACING ENJOYMENT!

Enter a game with two (count 'em) two different racing games built in! Using equipment based on the Kawasaki brand name, you must soar through winding dirt tracks on a Ninja motorbike or hit the waves in an intense Jetski race!

You can choose to bike or Jetski, or take the challenge and hop from three different islands and reign victorious in both forms of racing. Digitized cinemas and sound effects highlight this cart.

JETSKI 550-SX



Slow as can be, but the control and performance are great.

JETSKI 650-SX



Faster than the others, but you easily lose control of her.

JETSKI 750-SX



The all-around good Jetski that will deliver good things.

Kawasaki

CARIBBEAN CHALLENGE

FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	GAMETEK	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	12 MEG	6	RACING	100%

SUPER NES



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HOT-B	SUPER NES	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	N/A	SPORTS	100%	

SUPER BLACK BASS

Utilize The Information At Your Disposal...



Fishing tips and weather info.



Livewell stats with fishing point data.



Level, strength and technique.



Tournament update with angler scores.

FISH TALES

If you're tired of talking about the one that got away, try your luck with Super Black Bass by Hot-B.

You'll take part in tournament fishing where the coveted Black Bass is the prey. The winner is determined by the total weight of the basses caught. Sounds easy enough, right? Wrong!

First of all, you must find a spot and cast your lure just right. If the lure gets snagged in the weeds, you must put on a new one. You've got to be careful because you have only a limited supply! Secondly, there are outside variables which affect the fishing, like the weather, time of day, and the lake that you're fishing on.

So if you're ready to put your money where your tackle box is, cast a line toward Super Black Bass by Hot-B, coming soon for the Super NES! It's quite a catch!



To Catch The Black Bass!



To select a new lure, simply press button "X" and highlight your new choice.



The weigh-in will add your totals and rank you with the other contestants.

MAIN OVERVIEW

1. Data Select- Choose the information that you wish to retrieve here.
2. Clock- Keep your eyes on this! You only have until 4:30 pm to finish! If you're late, you'll be penalized.
3. Fish Finder- Use sonar to detect fish underwater! Also gives water depth.

CASTING SCREEN

1. Strength Meter- Indicates the strength of the cast.
2. Lure Selected- Lure that is in use.
3. Wind Indicator- Gives you direction of the wind for casting accuracy.
4. Clock and Distance- Time of day and distance that lure has traveled.

THE JOURNEY HOME*

QUEST FOR THE THRONE

HOME IS WHERE THE HARM IS...

You are young Duke, an heir to the throne. You have traveled far-away to distant lands to seek out all that life has to offer. Upon hearing of trouble from within your father's court, you decide to journey home. This is the point where the adventure begins. The journey starts aboard a giant ship bound for your homeland. All will seem fine for a short time, but then pirates will take over the ship, slaughtering everyone. How will you survive to get back to your homeland? How can you save your father's kingdom?

The Journey Home: Quest for the Throne is an action game combined with elements of role-playing, much along the line of Soul Blazer, or Zelda. The plot progresses quickly, and the action can get intense. One thing that makes this cart stand out is the A.I.C.S. system which adjusts the difficulty of the game to that of the skill of the player. The graphics are good, and the enemies are cool. This cart is an adventure that all players will enjoy.

DUKE'S TECHNIQUES



SWORD STRIKE

Swing your sword to strike enemies down.

GRAPPLING HOOK

Lets you grapple across chasms and pits.



JUMP

You can jump on various things. Very useful.

THE SHIP: UPPER DECK



AREA ONE: THE SHIP

Once the pirates have boarded the ship, things will get pretty hectic! As you make your way to the bow of the ship, you will face a variety of dangers. Dangers can vary from vicious pirates, who attack the passengers, to giant octopi who will

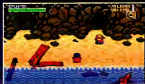


flail giant tentacles at Duke. It's best to avoid them. At the front of the ship the wizard appears, and has the ship sunk by

an immense tidal wave. You have no choice but to hope for the best. Maybe you'll survive.



THE BEACH AND CAVERNS



Once ashore, follow the girl into the mysterious twisting caverns. Try not to get lost in here.

THE BOSS OF THE CAVE



The first boss, Iron Ball awaits you at the end of the cave. Dodge it then strike.



FACT FILE

MANUFACTURER

RENOVATION

MACHINE

SUPER NES

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CART SIZE

8 MEG

NUMBER OF LEVELS

N/A

THEME

ACT/RPG

% COMPLETE

85%



GENESIS

Rocket Powered Opossum Away!

As goofy as it may sound, that is what this game is all about! Enter Sparkster, a opossum with all the skills of a knight and the equipment that would put the Rocketeer to shame! For his kingdom has just been attacked by an army of Hogs, and it is up

GENESIS PREVIEW!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE	
	KONAMI	GENESIS			MODERATE
	CART SIZE	NUMBER OF LEVELS	THEME		% COMPLETE
	8 MEG	10	ADVENTURE		

to you to take them down and rescue the princess like all heroes do. The difference is that this adventure is an SFX tour de force! Innovative items like the rocket pack that you can charge that will give you a blast of flight speed to reflection and transparency effects created on the Genesis! Best of all, these are done without any breakup or slowdown! Stay tuned for more coverage on this awesome game!



ROCKET KNIGHT ADVENTURES

Check out Sparkster's rocket-powered moves!

Soar with the super canister or just power it up!

You can hang from your tail, use a shooting sword or a special spin attack against enemies!

Level One - The lands outside the castle walls



All kinds of hogs hound the first level. Knock them senseless and they'll run!



Also beware of the large vehicles. Check out the size difference for yourself!



Later on there will be a huge tree that you can climb. Check for a free 1-Up!



Grab special capsules and fly to the castle fighting robots and a huge serpent!



Time to bash their burning butts!

Duck under the giant flame shots!

Attack burning soldiers and go through a raging inferno to meet the boss!



This guy will burst through the walls and ceiling and will launch metal walkers!

Level Two - Enter the swamp and a race in the minecart!



First fight a huge mid-Boss, then fight in the swamp on two sides of the waterfall!



Under sea caves, spike lined rivers and a mine car chase! Woah! This has it all!



The train boss comes in three different forms that you will need to destroy!

Level Three - The underground lava caverns of doom!



A rising and falling reflective transparent sheet of lava on the Genesis! WOW!!!



Swim through a cavern of spikes then take a ride on a lava-walking robot!



After his feeding frenzy, nail the boss as he jumps from the mouth of the fish!



GENESIS

WARP SPEED

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACCOLADE	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	7	SIMULATION	100%

STARSHIP ARSENAL

PHOTON

BLASTER



NEUTRON

CANNON



WASP MISSILE

Twice as strong as a photon.



HAWK MISSILE

Twice as strong as a WASP.



NOVA MISSILE

Twice as strong as a HAWK.



YOU CAN EARN BETTER STARSHIPS AS YOUR BATTLES ARE RECOGNIZED BY YOUR SUPERIORS



CLASS 1 - STINGER

Weight: 10,000 kg
Wingspan: 15 m
Bonus Pts req - 0 (Basic Ship)Length: 25 m
Armor: Light

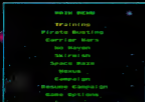
CLASS 2 - STRIKER

Weight: 15,000 kg
Wingspan: 25 m
Pts req Single: 5,000Length: 30 m
Armor: Medium
Campaign: 7,500

CLASS 3 - STALKER

Weight: 25,000 kg
Wingspan: 25 m
Pts req Single: 10,000Length: 35 m
Armor: Heavy
Campaign: 15,000

CLASS 4 - SLASHER

Weight: 25,000 kg
Wingspan: 25 m
Pts req. Single: 10,000Length: 35 m
Armor: Heavy
Campaign: 15,000

The missions in this sci-fi simulator are plentiful. You can choose from a training mission to a series of outer space assaults in your own campaign. Keep in mind that the enemies are tougher in the campaign and it is more difficult to gain medals and a new spacecraft.

WARP ENGAGED

Technology in the future became advanced to the point of space travel. They then discovered that black holes were actually portals to other quadrants of the galaxy where evil aliens plot to take over the planet.

Knowing this, the humans created a defense against the inevitable invasion and built the Star Fighter. Now all they need is a guy brave enough to fly it.

As a pilot for the Galactic Armed Services (G.A.S.), you must protect the Starbases scattered throughout the eight quadrants from the evil aliens. Your mission must not fail!



There are many enemy-infested sectors. Use the scanner to plot a course or view the ship's status.





Use the "T" meter in the lower-left corner to help you when kicking extra points.



Eligible receivers are identified by using the windows at the top of the screen.

First and Ten!

Alright all you football fanatics! So you think that you're hot stuff on the video gridiron, huh? Well, get a load of Bill Walsh College Football by Electronic Arts!

Bill Walsh COLLEGE FOOTBALL

This game has everything that the demanding player could ask for! Taking its cue from Madden '93, you can select teams from among the best college teams of all time! The game's easy-to-use interface allows you to literally become a part of the game. Also of note is the new feature which allows you to fake out your opponents by not letting them know which play has been selected! Talk about your sneak attacks!

For the look, feel, and intensity of the best that college football has to offer, check out Bill Walsh College Football by Electronic Arts. C'mon and win one for the Gipper!



A Great List of Playing Options!

Here are just a few examples of the extensive amount of playing options that are available. Some of these great features include an updatable stats list, game duration, team select, audible select and game type.



"Gentlemen call it in the air." Flip a coin to see if you're kicking or receiving.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	45%



The excellent player control really helps when going for those big plays.



Touchdown! After scoring a touchdown some of the players get quite emotional.

MIG-29

TOP SECRET

NOT JUST ANOTHER PLAIN PLANE...

Have you ever played a flight simulator and wondered what it would be like to fly a Soviet fighter instead of against one? MIG-29 gives you that opportunity! Jump in the cockpit of "the finest multi-role fighter in the world" for five increasingly difficult missions that cover an entire war! Unlike most simulators, MIG-29 takes a bit of practice to master all the controls. That is why

there is a Training Mission, where one can practice until he or she is ready to take on the missions! These include destroying troop movements, bombing freighters in the ocean, even destroying the ultimate terror weapon, the SCUD missile! You can also refuel on the ground as well as in the air; the latter is performed with the help of the flying refueler, the VC-10 Tanker!



START BUTTON:



Press the START button to change your view on the ground or in flight!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GENESIS	MODERATE	AUGUST
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	6 MISSIONS	SIMULATOR	98%

VIEWS IN FLIGHT



REAR RIGHT



RIGHT



FRONT



LEFT



REAR LEFT



OUTSIDE

BUTTON B: WEAPONS



Press Button B to select your weapon. However, you must hold the button down while using UP and DOWN to select the weapon! To use the weapon, press the A Button.

BUTTON C: OTHER OPTIONS



MISSION INFO.
Shows objective.



MAP
View Targets.

WHITE:



RED:



HIT!



When you see the white rectangle, it means the target has been sighted; when you see red the missile is locked. Fire away!

Button C will give you a variety of options, including Dropping Flares, Refuel, and Eject!



RADAR RANGE
See enemies.



EJECT
Bail out!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GENESIS	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	93%

DAVIS CUP

PLAYING SURFACES



CLAY COURT

Short and low bounce with slow play



GRASS COURT

Long and low bounce with medium play



HARD COURT

Long and high bounce with fast play



INDOOR COURT

Long and high bounce with fast play

MATCH POINT!

Tengen, the company famous for arcade-to-home conversions, is coming out with a brand new tennis game that's certain to appeal to many tennis fans.

Davis Cup World Tour has the usual features like court choices, practice, exhibition and tournament. The most noticeable differences about the game are the special features where you can view an instant replay of a recent point and argue a questionable call by an official and possibly overturn the call.

DIFFICULTY SETTINGS

There are three levels of difficulty to choose from. The more difficult the level, the more aggressive your computer opponents play.



BEGINNER

Automatic player moves and ball speed is slow



AMATEUR

You control player and ball speed is normal



PROFESSIONAL

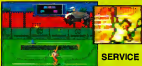
You control player and ball speed is fast

TRAINING MODE



MACHINE

Practice against the ball machine as it launches balls all around the court.



SERVICE

Good placement of shots can be a valuable asset of any player.



VOLLEY

Practice your volley against a computer opponent or another player.

SPECIAL FEATURES OF THE GAME



REPLAY

View the last 16 seconds of play like a VCR.



CONTEST

Contest the chair umpire if a call was blown.

	WIN	LOSE
ACE	3	6
BRICKS	110	8
FAULT	11	43
NETBALL SHOTS	2	3
NETBALLS	3	2
NETBALL SHOTS	6	6
POINT PERCENTAGE	21.6	24.8
POUNCE POINTS	2	3
WINS	46	11.6

You can check out the players' statistics of each game after a heated match.

PLAY 1 OR 2 PLAYERS

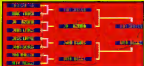


SINGLES



DOUBLES

TOURNAMENT



The tournament tree consists of 32 players competing for the tennis crown.



All the glory and admiration of the fans is yours if you are the champion!

SEGA CD

FACT
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	6	FIGHTING	100%

CODY

Jessica's boyfriend; primarily uses street fighting techniques. In terms of fighting, he is middle ground between Haggar and Guy.



SPIN KICK



HOLD



THROW



PUNCH



GUY

Cody's friend; trained in the ways of the Ninja, he is the quickest of the three! His blows inflict less damage, but are delivered with accuracy.



FLURRY



HOLD



THROW



PUNCH



HAGGAR

Jessica's father. He's the mayor of Metro City, and is a former wrestler! He is the slowest of the trio, but is the strongest. His best moves are slams!



SPIN



HOLD



PILE DRIVER



PUNCH



TIME ATTACK MODE:

This mode allows you to fight for a limited time! You can practice the moves with any of the three characters - each with a different scene!

KIDNAPPED



HELP ME!

BONUS LEVELS:

After some rounds there is a Bonus Stage! Here you must demolish an object(s) in a certain amount of time for big bonus points!



GET SOME!

Haggar, Cody and Guy are now bursting onto the Sega CD scene with Final Fight CD! Haggar, the mayor of Metro City, is cracking down on crime - so much so, the local gang leaders have kidnapped his lovely daughter Jessica to "keep him in

line!" Haggar, however, is a former wrestler. Does he get mad? No, he gets even! Time for some payback to get rid of the street scum once and for all! Unlike its predecessor for the home system, Final Fight CD can be played with two players simultaneously.

There is also a Time Attack mode, where one can select a fighter and try and defeat as many enemies as he or she can within a certain time limit - a great time to get used to the fighters!

Arrayed against the trio are the usual assortment of street slime: J, Andore, Jr., Bill Bull, Axl, Bred, Holly Wood and Poison! Also on hand are the tough bosses: Damnd, Sodom, Edi'e, Rolento, Abigail and the last boss and kidnapper of Jessica, Belger! These bosses appear at the end of each level and will require some skills to beat! You can also check your progress on the big map that appears at the beginning and end of each stage! Each player has a limited number of continues, and can change into fighters when he or she uses one! Add CD-quality sound and killer sound effects and Final Fight CD is a real winner!



SOME HELPFUL ITEMS TO BE FOUND IN THE LEVELS:



PIPE:
Has reach, but the stronger characters swing it faster than others.



SWORD:
Unlike the pipe, all players can swing this weapon fast.



KNIFE:
Guy and Haggard throw the knife; Cody can stab with it.



BARBECUE:
Restores your energy meter.



GOLD:
Grab this item for extra points!



THE MAP:

This map will appear before and after each level that is completed and shows all rounds of the game! At the end of each round is a boss character that must be defeated in order to advance!

TWO-PLAYER ACTION:

Unlike its previous home versions, Final Fight CD is two-player simultaneous! However, both can do damage to each other with punches and weapons! Two players share continues!



ROUGH 'N TUMBLE STAGES: ARE YOU TOUGH ENOUGH?

ROUND 1: SLUM

- 1) Kick any barrels in your way revealing power-ups.
- 2) Downstairs lurks several punks - watch for ones that charge you.
- 3) Damnd is the first boss! He fights, then whistles for more creeps to help him out!



ROUND 2: SUBWAY

- 1) Waiting for the train is fun - until you get attacked!
- 2) This part takes place inside the moving train! There are several barrels containing items! Also use the many thugs to your advantage: grab one and throw him or her at the others causing them damage!
- 3) Short run here - down the railroad tracks to the boss!
- 4) Sedam is here! Use jump kicks to defeat him! Don't pick up his sword when he drops it - he will surely rush at you, inflicting much harm!



ROUND 3: INDUSTRIAL

- 1) This stage takes place on city streets and in bars!
- 2) The Mid-Boss is a ring match with two Andores!
- 3) Edi'e is the boss! He uses his nightstick and gun!



SEGA CD

WEAPON
CAPSULES

The power suit can equip itself with four types of weapons to increase its offensive capability. Find this ship and it will release one of four types of weapons shown below!



LASER



M. BOMB



ACHIELD



SHURIKEN

STAGE 1

Stage 1 is set in the farmlands of old Japan. Enemy forces have taken refuge among the wreckage and attack from the air and from within molten lava pits.



The first boss attacks with a fire spread and homing tornado!

STAGE 2

The action gets really intense as you fly through rainy weather and attack chain-wielding foes! Be sure to fully power-up or you'll be mech-toast.



This boss comes in two pieces with two turrets sitting on the torso.

STAGE 4

Enter a mysterious cave where valuable deposits line the walls. You'll face new enemies including the boss who waits in a gold filled room with many surprises!



STAGE 3

This isn't a trip to the Old West! Prepare to fight a heavily-armed train laden with turrets and missiles. Just be sure to watch for the avalanches!



Stage 3 boss has lasers and flame throwers. Watch out for its arms.

STAGE 5

Head into the skies to destroy a behemoth of a space cruiser. Destroy strategic points to wound the ship. Face an airborne boss complete with lightning zaps!



ALESTE RETURNS!

Attention all Sega CD owners! If you've been waiting for a powerful CD shooter that combines the best music and awesome action, then Robo Aleste is the game for you!

This game was originally known as Nobunaga and his Ninja Force and it was a hot seller overseas. And for those who have played M.U.S.H.A., you know what to expect from this game, all action!

Throughout the 8 levels, you can

collect Weapon Capsules that give your mech one of four incredible weapons that can be powered-up four times each.

The stages are all incredibly detailed and some of the bosses even use the Sega CD's built-in scaling features! The music is also a blast to listen to because it's a combination of Techno and Disco!

There are even cinemas that further the story as you progress through this awesome shooter!



Level 1—The Streets



Tons of soldiers will charge you down!

Use all your acrobatic skills to avoid injury!



This ninja woman will strike with her katana and will disappear if not killed!

Level 2—The hangar

Snipers are hidden behind many buildings.



Cyborgs are plentiful in this level. Watch out!



This fire-breathing menace can only be defeated by launching ninja stars at it!

Bosses!

The bosses come in varied forms, there are also mid-bosses that can destroy you with just one blow!



These tanks are on level two and you must kill the gunner atop of the turret.

Blue Ninja Warrior

This ninja has quick reflexes and a high jumping ability.



Endoskeleton Change



Just like the arcade, you lose your outer skin the more times that you are hit.

Red Ninja Warrior

Warriors like these are built for major power!



CYBORG SAMURAI ASSAULT!

You might recall this one being in the arcades a long time ago—and you're right! Ninja warriors is about to make its debut on the Sega CD!

The president has been deposed! Now, a militaristic organization that controls all forms of underground scum is in control. So now, the resistance movement is trying many options, and their best one is to send two android ninjas into the heart of the main base and

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAITO	SEGA CD	MODERATE	4th QTR. '93
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1D-20M	N/A	ACTION	85%	

take out the criminal movement for the good of all!

Even though the arcade was viewed on either a two or three screen view, the CD version is set in a wide-screen format so that the action is not hindered. You can change between the arranged and the arcade music, depending on your preferences. As you would be expecting, there are digitized scenes with live actor voices that will detail the plot out. All fans of the arcade rejoice!

THE NINJA WARRIORS

SEGA CD

A RACE THROUGH TIME

Kyle Reese is a man displaced in time. Not only must he destroy the dreaded Termina-

tors in the future, he must also go back into time to battle evil cyborgs in the past. The Terminator by Virgin for the Sega CD will put you into the heart of this exciting battle.

Since this is a CD-ROM title, you know that you can expect great graphics, game play and sound effects, including a musical score that just won't quit! You even get some really cool cinemas lifted straight from the movie.

Collect power-ups and weapons to help you overcome otherwise immense odds. Heave grenades at the mechanical beasts, or simply use your plasma rifle to stop them. Help Kyle Reese protect the present from a threat from the future.



This huge gun turret will confront you at the very end of the fourth level.



These aerial-based Hunter Killers are a real nuisance if you don't act fast.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	SEGA CD	HARD	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	10	ACTION	50%

THE TERMINATOR



LEVEL 1

Terminators are everywhere so be careful! Be especially cautious while going up and down stairs and ladders.



LEVEL 2

In Level 2 you will fight automated nightmares like the land-based Hunter Killers and huge robotic spiders.



LEVEL 3

Inside Skynet, you will have to be on your toes at all times. Make your way through the various floors.



CINEMAS FROM THE MOVIE



POWER-UPS!



Grenades- Pick up this handy item and you'll be awarded three grenades!



Health- Be really quick to grab this object and you will be revitalized by 1 life mark.



Big Health Power-Up- This little beauty will completely heal all of your wounds!



After going through time, Reese must make his way through the city streets.

BONE-CRUNCHING!



Super Xtreme HIGH IMPACT™

Super High Impact for Super NES™ brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home.

Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly, "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... It's Bone Crunching!



AUTHENTIC ARCADE FOOTBALL ACTION!



OVER 30 OFFENSIVE AND DEFENSIVE PLAYS!



BONE-CRUNCHING TACKLES!



SETTLE THE SCORE WITH AN ALL-OUT BRAWL!



ALSO ON GENESIS!

NOW ON SNES!

AKKAIM™



PLAY WITH THE PROS!

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SEGA CD

CHECK OUT THE AWESOME CD SCALING AND ROTATION!

Along with the incredible scaling and rotation capabilities of the Sega CD, this powerful machine is able to rotate an object biaxially, which is sort of like total 3-D rotation. The falling Snow Princess with Batman flying above in the introduction is one good example of this feature. As she tumbles to her impending doom, you'll notice that every side of her body will rotate into your view!



BATMAN'S MOVES

The Caped Crusader is a master of many skills. Check out his awesome moves.



THE CAPED CRUSADER'S UTILITY BELT

Although Batman is a skilled fighter, there are times when he may need a little help from the many gadgets found in his utility belt. To use any one of them, all you have to do is pause the game in any of the side-scrolling scenes and you'll be able to choose from five devastating weapons.



BATARANG
Can rapid-fire with this, but it is not very strong.



BOMB
A powerful weapon, but needs careful aim at target.



BATS
Release bats from your cape to attack villains.



CLAW
Use this for long-range attacks. Use precision.



SUPER BATARANG
Very powerful weapon like the batarang.

BATMAN RETURNS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	SEGA CD	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	7	ACTION	100%

DARK KNIGHT RETURNS

The Caped Crusader is back once again fighting crime in the awesome Sega CD game, *Batman Returns*!

Take on the nasty Penguin and the wily Catwoman in this incredible CD adventure.

The evil bird and cat have plotted the undoing of Batman by framing him for crimes that he never committed. As he quickly gains the faith of the people, he positions himself and his men to take total control of the city. And now you must help the

Dark Knight clear his name and bring order to Gotham City.

The game boasts fantastic graphics and will totally amaze you. You will really notice the game's great visuals, especially in the driving level where everything is scaled so perfectly, you'll feel like you're actually driving the Batmobile! When the game is played in the side-scrolling action scenes, Batman will be faced with a horde of The Penguin's faithful troops, determined to stop him. There are also some cool musical scores, and even some new ones that aren't found in the movie.



CATWOMAN

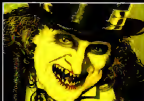
Secret Identity: Selina Kyle

Brief History: She was once a quiet secretary of Max Schreck, a rich and powerful businessman. Frustrated by the villainous Schreck, she has transformed into Catwoman. She prowls the streets causing trouble in search of Batman. But will she help him or join The Penguin to destroy him?

THE DARK KNIGHT'S ARCH ENEMIES

The Penguin and Catwoman are two of Batman's most dangerous enemies.

These villains plan to frame the Caped Crusader for a crime he didn't commit, and defeat Batman by bringing the citizens of Gotham City against him.



PENGUIN

Secret Identity: Oswald Cobblepot

Brief History: Horrified by his disfigurement, his parents abandoned him and threw him and his carriage into the Gotham River. The carriage floated down the storm drain and ended up in Arctic World, part of the old Gotham Zoo, where he was rescued by four Emperor penguins.



LEVEL 1

Strap yourself in and drive the awesome Batmobile through the streets of Gotham City. This high speed level consists of six stages with all streets showing different parts of the city. Eliminate all the members of the Red Triangle Circus Gang by launching the Bat Discs. These guys are tough and they take quite a lot of shots to destroy. The quicker, but tougher way to defeat them is to bump them into the side of a building. Be careful while you are attacking, as they are all armed with bombs and other dangerous explosives.

You'll be confronted by a lethal boss at the end of the driving levels. To destroy the firetruck boss, knock each fireman off the ladders on both sides of the truck while avoiding the flamethrower from the middle fireman.



LEVEL 2

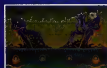
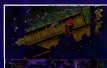
LEVEL 3

Search around an old and deserted building where more members of the Red Triangle Circus Gang are hiding out. Watch out for exposed steam pipes in the rotting floor that spray hot steam upward.

As you make your way down, a whole bunch of unicycle-riding enemies will spray machine gun shots in every direction. Hurl two Batarangs their way and send them home crying. You'll also test your upper body strength, because you must use your claw to swing over and across a floor covered with spikes. Then it's off to the twin statue bosses. They will pull levers, launching deadly gears toward you. Go to one statue and pound him, then hurl Batarangs at the other one.

LEVEL 2

Level three takes place in the dangerous rooftops of Gotham City. The Penguin's men are poised and ready to give our hero a hard time. The agile Catwoman sports a long whip and an attitude.



DUO

NEBAD DESERT

MISSION ONE



OVERHEAD SCENES / RPG

You must cross the dangerous Nead desert to get to Baghdad.



SIDE-SCROLLING SCENES / ACTION

The serpentine boss of Baghdad will burrow out of the ground and strike you!

THROUGH THE SANDS OF TIME...

Evil has once again struck the desolate land, holding the populace in a tight grip of fear. In response to this outbreak of terror, Sadler has unsheathed his sword, and is ready to free his people once again. With three brave friends: Rumi, Kindi and Fakhyl; Sadler's force is strong enough to handle any evil force.

By using the CD's capabilities to their fullest, Exile: Wicked Phenomenon creates an epic journey that makes it one of the better Duo games. The quest is long and the bosses are difficult. The graphics and music are also top-notch. Can you rid the world of the evil curse before it's too late?



Find out about worshippers of the evil god Cruilly here.



The vile god of death: Cruilly. Use Kindi for he is very strong.

GET TO KNOW YOUR FOUR WARRIORS!



SADLER

The sword-swinging hero of the quest. Average strength.



KINDI

The strongest of the characters, he's slow, but packs a wallop!



RUMI

A nimble female fighter; throws knives at great speeds, but is weak.



FAKHYLE

This wizard knows powerful spells, but it takes time to cast them.



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
WORKING DESIGNS	DUO	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
SUPER CD	N/A	ACT/RPG	100%

AN INTERACTIVE GAMING EVOLUTION!

Experience Head-to-Head Competition Without Leaving Your House!

TELEPLAY

Fasten your seat belt! You're about to experience the first interactive gaming evolution, the new TELEPLAY™ System. It's a new point of view. By plugging this telecommunication modem into your existing NES or Sega Genesis deck, you can link into the future.*

Existing phone lines are your bridge to Teleplay's interactive evolution. That's right: whether your friend is down the block, across town or in another state, Teleplay links two video game systems for head-to-head competition play. You get it! Two screens, two players, two different locations, the same or different game formats.* You can even attach a PC keyboard for expanded fun and educational capabilities. With Teleplay, the possibilities are awesome! Your friend can't watch you, so you can make your tactical maneuvers and strategic advances in complete secrecy! He'll never know what hit him until it's too late!

TELEPLAY™ by Baton Technologies hits your favorite stores by August 1993. Remember, it uses the latest in telecommunication developments to let you play against a friend in a different location. Teleplay includes "Terran Wars", a head-to-head, fast action, arcade style space game.

Want to learn more about TELEPLAY™?
Call (602) 437-9659.



*"Terran Wars"
(Included in package)



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Phoenix, AZ 85034
(602) 437-9659



*Teleplay for NES will be available for Christmas.

*Additional games will be available for cross platform NES/SEGA/GENESIS play.

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DUO

Battled



Strategy is as important as surviving!
Know your abilities and you will win!

Utilize all your skills!



There are two views to the game, first of which is the movement screen (above) where all the action takes place. Second is the sub-menu where all your items and such are used.

Characters Galore!



TERON
Well, we all should know who he is! The main hero!



TRAN
Has a flail that does devastating damage.



MARA
A sorceress with special powers and abilities.



PENTAL
Trained with the use of suriken weapons!

Watch for traps!



Be wary of trap doors in the floor.

Certain doors hide unlucky surprises!

Choulish encounters!



Enter the levels!



Here are the locations to the seven ancient symbols that you need!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
T.T.L.	DUO	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	RPG	100%



THERON IS IN FOR IT FOR SURE!

Now that it is spring in the village of Anaria, the harvest festival of the coming of age has begun, the festival where young boys of age become true men.

However, Theron didn't make it to the festival, for he was a shepherd and had to rescue his sheep from falling into the swamp.

That night, the powerful wizard Greylord came to find a warrior to recover the seven ancient symbols of the brave. Theron quickly volunteered to prove that he was a true man.

Ported from the computer version, this one goes beyond it and gives you an identity role as well as a defined quest. Everything is seen in a first-person perspective and you must navigate the corridors of seven levels while dodging traps and fighting monsters.

Theron's Quest

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SHERLOCK HOLMES

Consulting Detective

VOL. II

"Watson, Get My Seven Per-Cent Solution..."

Help super snooper Sherlock Holmes solve three puzzling cases for the Duo: "The Case of the Two Lions," "The Case of the Murdered Munitions Magnate," and "The Case of the Pilfered Paintings." Using live-action video with excellent voice duplication, try and solve the mysteries with your faithful colleague Dr. Watson! If you get tired of a case you are working on, don't fret - there is a save-game option that will allow you to continue it later! Using a variety of items for collecting information, piece together your case one bit at a time, until you think you have enough evidence to take to a judge for a trial! This includes listening to all the rumors and other conversations people may be having!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T.T.I.	DUO	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	3 CASES	STRATEGY	70%

INVESTIGATION ICONS AND THEIR FUNCTIONS:

This is the master screen where you will decide which items to use in each of your mysteries!

Use the little magnifying glass to select which item to use. There is also a save-game function, allowing you to continue a game at a later time!



1. CASEBOOK:
Select the case you wish to solve.



2. NOTEBOOK:
Write down names and important observations.



3. DIRECTORY:
Addresses of all the people you know.



4. NEWSPAPER:
Important clues and current events.



5. CARRIAGE:
This will take you from place to place.



6. FILES:
Information on past cases are found here.



7. BAKER STREET:
Get the latest gossip and information here.



8. TRIAL:
Take your evidence to court when ready!

THE THREE CASES TO BE SOLVED:

The Two Lions:

Murdered circus animals and a mugged man are the premise for this mystery!

The Two Lions



Pilfered Paintings:

Some famous paintings have been stolen, but there is no apparent motive!

The Pilfered Paintings



Murdered Munitions:

A murdered man is the subject here, but there is something more to the crime!

The Murdered Munitions Magnate



It's kinda like
being God,
except the graphics
are better.



SimEarth
CD
The Living Planet

OF ALL THE WILL
WRIGHT HUNKER SIMU-
LATION GAMES, DUO
SIM EARTH IS,
WITHOUT A DOUBT,
THE AMBITIOUS. THAT'S
BECAUSE DUO HAS
THE ONLY SIM EARTH'S
VERSION, WITH THE
TECHNOLOGY SOUND
AND OBVIOUS OF A
CD-ROM SYSTEM.

IT'S ALSO THE ONLY
"WRIGHT" WHERE
YOU'VE EVER HEARD
GAW YELKING HIS
CRINION.

SO WHETHER YOU'RE
CHASING AND HURTING
ALL LIFE, OR ADJUSTING
EVENTS IN SIGHT WITH
VOLCANOS, FLOODS AND
ASTEROIDS, ALL SEEMS

THAT MIGHT
MIGHT BE.



CHECK OUT
DUO SIM EARTH TODAY!
IT'S THE ULTIMATE POWER.



DMO
SUPER

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NINTENDO

Kirby must venture through six worlds to complete the game! Each world has several stages, including warps and bonus stages! The



later stages will be hidden by bricks and cannot be accessed until the others have been conquered! Also look for warp and bonus stages in each level.

LEVEL 1: VEGETABLE VALLEY: Guide Kirby past several flying and plant enemies! The Boss here is a giant tree!



KIRBY'S MANY ZANY MOVES:



FLY:

Kirby can fly in the air! Just press JUMP and UP!

Press button B and Kirby's mouth will suck up things!



SUCK-UP:



DUCK:

Press DOWN on the pad and Kirby can do a squat duck!

Press DOWN and a diagonal to slide on the ground!



SLIDE:



EAT:

When Kirby has something in his mouth, press B to spit!

Tap LEFT or RIGHT twice to run very fast!



RUN:

OTHER WORLDLY PARTS:



WARP WORLD: This special portal can take you to any world you have already completed!

SOME ATTACK ITEMS:

When Kirby sucks up some enemies, he will be able to use their powers by pressing B and DOWN. However, Kirby will lose this ability if he takes a hit!



TORNADO: Become a whirlwind, smashing enemies right or left!



NEEDLE: Spikes will protrude from Kirby, puncturing enemies!



STONE: Become a rock, unable to be harmed for a limited time!



SWORD: Use this weapon to slash your enemies away!



WHEEL: Roll left and right, running over all in your way!



EAT UP!

Meet Kirby, a little limbed blob who promises to be a sure-fire hit for the NES, and soon, the Super NES! What does Kirby do? He eats... everything! Kirby has the ability to suck enemies into his mouth and then shoot them out at others to destroy them! But that is only half of it: if Kirby eats a critter with special powers, Kirby can swallow it and obtain that critter's power! Of course,

if the swallowed critter has no special power, he just, as they say, passes! Kirby can also fly through the sky by sucking in a lot of air and inflating himself! This is also advantageous because he can let the air out of his mouth which acts as a projectile that also harms enemies! As for the story, Kirby must venture through six harsh lands, each filled with enemies! There are also boss characters at the end of each that must be destroyed! Can Kirby eat his way to victory?

Kirby's Adventure

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
6 MEG	N/A	ACTION	100%	

HEALTH ITEMS



1-UP:

Gives you an extra Kirby in the game.

CANISTER:

Refills your life meter completely!



TOMATO:

Grab this fruit and you can refill your life meter!



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 1994 MAY
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COMING IN JULY
WORLD HEROES



RUSHY



IMAX BATTLE



THE 100 WHIMS



POWER CHALLENGE



Dracula



THE 100 WHIMS

SUPER NINTENDO

HEBLY
 IMAX BATTLE
 THE 100 WHIMS
 MARIO IS MISSING
 YOSHIE'S COGNIE
 CYBER GUN
 AERIAL ACTION
 CAPCOM HWY FOOTBALL
 SUPER BROS IMPACT FOOTBALL
 (2 DISCS)
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 (2 DISCS)
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 ALFA 2
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 (2 DISCS)
 COAGE'S SUPER
 WHO-SOME-FUNBALL
 AERIAL GUN
 AIRMAN
 THE BLUE ANGELS

GENESIS

AMAZING TENGU
 AERIAL
 WHO'S CARL
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IMAX BATTLE



THE KING OF FIGHTERS



THE 100 WHIMS



AMAZING TENGU



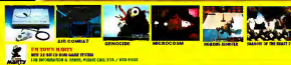
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SEGA GENESIS
 GAME GEAR
 SUPER NINTENDO
 GAME BOY
 PC Engine

BOX SEATS

NINTENDO

Following the success of the rest of the Bases Loaded games, Jaleco has developed the ultimate NES baseball challenge. Bases Loaded 4 scores big with improved graphics, better player interface, and even more sizzling baseball action.

Pick your team from twelve available in two conferences. Make changes in your starting lineup using the handy change-player menu. One or two players can compete and you can even watch the computer play itself!

If you select an exhibition game, you can play a single game. Or, if you're feeling lucky, select Regular Season. The season consists of a maximum of 130 games, but if you can win 70, you will get the pennant!

For some really hot baseball action no matter what the weather is outside, take a swing at Bases Loaded 4 by Jaleco. Coming soon for your NES!



You can change players in your starting lineup before the game using this menu.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JALECO	NES	AVERAGE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
3 MEG	N/A	SPORTS	95%	

Bases Loaded 4



The on-screen information includes a graphic representing runners on base.



Quick reflexes in the infield means less men on base and fewer runs scored.

Choose From 12 Exciting Teams!



Controller Functions



BATTING

1. Swing bat level-Press A
2. Swing high-Press Up + A
3. Swing low-Press Down + A
4. Bunt-Press B
5. To cancel a bunt-Press A
6. To move a batter into the batter's box-Press either Left, Right, Up or Down on the control pad.

PITCHING

1. To pitch-Use the control pad to choose direction and press A.
2. To change pitch direction-Hit the A button one or more times while winding up. The more times that you tap, the more the pitch will change direction.
3. To attempt a pickoff-Press B to change screens and then throw to the base that you have selected with the control pad.

BASE RUNNING

1. Home Plate-Press Up on the pad.
2. First Base-Press Left on the pad.
3. Second Base-Press Down on the pad.
4. Third Base-Press Right on the pad.
5. To steal a base-Select a base with the pad and press B.
6. Return to base-Select a base with the pad and press A.
7. Stop baserunners-Press A and B.

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Game Is
Now
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Hottest
Color
Comic!

•
Len Strazewski
&
Don Hillsman

•
First Monthly
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MAY 1993

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NINTENDO

01:59:75



LEVEL ONE

The first level is a canyon filled with creatures. Fight to the boss.



BOSS ONE!

The boss is a gigantic hand that will try to flatten you. Dodge and shoot it.

GET READY TO KILL EVERYTHING!

8-Bit Turrican at its finest! You are a heavily armed combat cyborg who must eradicate mass forces of enemies. To do so, you are equipped with a plentitude of destructive items. The action is rough, and even the most experienced player will cringe at the sheer might of the enemy forces. Super Turrican is one of the tougher action games to ever reach the NES.

While lacking the graphics and sounds of its 16-Bit brother, this cart is no push-over. When compared to most 8-Bit titles of the similar genre, it's one of the best. Super Turrican for NES is sure to please action fans.

TONS OF AWESOME POWER-UPS

REGULAR SHOT

A weak rapid-fire weapon that should be replaced quickly.



SPREAD SHOT

Powerful and covers a wide distance. Helpful.



SUPER SHOT

A single blast that shatters on impact. Very strong.



RAPID FIRE

A fast stream of shots that causes a lot of damage.



MEGA BLAST

A blast of power that annihilates most enemies on screen.



SPECIAL WAVE

At any time, you can control a powerful wave of shots.



BALL ROLL

Roll into an invincible ball to get to tough areas.



SHIELD

Protects our warrior from enemies and flying bullets.



LEVEL TWO

A horrible secret lies deep inside an enemy base. You'll fall down a shaft into the midst of the enemy base. Battle fish underwater or get ripped to pieces.



TURRICAN

POWER UP!



All of the weapons can get powered-up!



FACT
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEIKA	NES	HARD	4th Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	5	ACTION	90%

TOM MASON'S

DINOSAURS FOR HIRE

BULLETS FLY WHEN DINOSAURS
FOR HIRE TEAMS UP
WITH...

...THE
EX-MUTANTS
IN MALIBU COMICS'
FIRST OFFICIAL
CROSSOVER!!

HOO-
RAY!

SHUT UP,
BUD!

WHO
NEEDS
WHO,
ARCHIE?



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created by Tom Mason, Dave Okun and Chris Linn.

**DALE
KEOWN**
Cover
On
This
Very
Special
Collector's
Issue!

IT ALL HAPPENS IN DINOSAURS FOR HIRE #3

Created and Written by **TOM MASON**

Pencilled by **MITCH BYRD**

& **BRUCE McCORKINDALE**

COMING IN APRIL FROM MALIBU COMICS!





GAMEBOY

THE FINAL FRONTIER...

GameBoy takes Star Trek fans where no gamer has gone before with Star Trek: The Next Generation! As a cadet in charge of the USS Enterprise on a training mission, you must take orders from Capt. Jean-Luc Picard as to what your mission will be. At your disposal are the Enterprise's crew members: Lt. Worf, Lt. Commander Data, Lt. Commander La Forge, Lt. O'Brien, and Cmmdr. Riker who will relay messages to you from Capt. Picard. You control everything on the starship: from the transporter to the weapons systems. There is also a password function allowing you to continue a training mission.

You have a limited amount of time to complete each mission. The success or failure of your mission depends on the time limit.

STAR TREK

THE NEXT GENERATION

HOW TO USE THE CONSOLE: AN EXAMPLE



Above is an example of how to access a crew member's report. Use the LEFT and RIGHT arrow keys to select a crew mate whose name appears above the "A" symbol (A) and press A to access that crew member's screen (B). Then select which area you want a report on and press A to access that particular area (in this case the power level reading) (C). You can also get a current verbal report from that member by pressing B. Then, after doing what is necessary in that area (here transferring energy to the Phasers, Shields and Transporter) press SELECT to exit and go back to the main console screen.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ABSOLUTE	GAMEBOY	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
1 MEG	20	SIMULATOR	100%	

TRANSPORTER: HOW TO BEAM UP OTHERS



Some missions require you to rescue people stranded on hostile worlds or disabled ships! First you must orbit the planet or get close to the ship, then go to the transporter room and beam the survivors aboard using the grid pictured above!

DOGFIGHTS: AGAINST HEAVILY ARMED ENEMIES



You will also be called on to engage enemies using photon missiles and lasers! To get into battle mode, press SELECT at the console, then press A for Lasers and B for missile! However, you must arm these weapons first, and it helps to raise shields!

MEET THE CREW:

These are your crew members that you will have to rely on during your training mission. Each is in charge of a particular function of the ship and their reports can be accessed by pressing the arrow keys.



CAPT. JEAN-LUC PICARD:
Instructor Emeritus
Administers Training

CMDR. WILLIAM RIKER:
Mission Control
Current Stardate



LT. CMDR. GEORDI LA FORGE:
Engineering Control
Enterprises' Warp Core

LT. MILES O'BRIEN:
Transporter Controls
Beaming Up and Down



LT. CMDR. DATA:
Operations Control
Navigational/Information

LT. WORF:
Tactical Systems Control
Shields and Weapons



EGM ENTERTAINMENT AND T.T.I.

PROUDLY PRESENT

THE BOMBERMAN '93

CHAMPIONSHIPS

PREVIEW

**HOT NEW GAMES
FOR T.T.I.'S
INCREDIBLE DUO
GAME SYSTEM!**

Be a part of the fun and excitement of TTI's new Bomberman '93 video game competition - part of the EGM/HERO Super Tour '93! Travelling around the country, this mail tour will give you a very special chance to play for a variety of hot prizes from TTI, makers of the incredible DUO game system, and EGM! The action is sure to be hot as the best players from around the country go head-to-head in a battle to see who is the ultimate Bomberman of all! Check out the next issue of EGM to see where the Super Tour is appearing near you!

PLAY! One of the Hottest
New Games Around!

SCORE! Big Points in
the Contest!

WIN! Great Prizes For Your
Game Playing Skills!

**YOUR CHANCE
TO WIN TONS
OF GREAT
STUFF FROM
EGM & T.T.I.**

PART OF THE
EGM & HERO
SUPER TOUR

'93



CHEERBOY

Fight or Die!

Raging Fighter by Konami is the ultimate portable fighting challenge. Choose between Story mode, Two-player mode, or Tournament mode. There are seven characters with multiple fighting moves to master. With variable difficulty settings, characters that are almost 50% the height of the GameBoy screen and optional time limits, Raging Fighter will make your knuckles bleed! Practice on those moves and get ready for the fight of your life!



THE TRIAL TOWER

If you have the courage and the skill to fight in a tournament, you will be forced to fight your way up the various levels of the tower. Each level pits you against a new adversary. If you reach the top of the tower, you win!

Raging Fighter



Lots of Playing Options!



1



2

1. Story Mode- You must fight each character to gain the title of Champion of the Omega League. The catch is that your character is history after losing one fight. Also, your power meter stays at the same level! You only get three fighters, so you'd better make the most of them!!

2. The Tournament of Pain- Choose your fighter and go into a "best of three" tournament where you must fight all of the other fighters.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	GAMEBOY	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	8	FIGHTING	99%



ASKA

A contact fighter, precise attacks.



1-2-3 Kick
Press R,L,R,A
Flash Blast
Press L,D,R,B



BULK

Good strength and endurance.



Head Banger
Press R,R,R,B
Elbow Crash
Press U,D,B



VANDAL

A strong attacker from a distance.



Somer-Assault
Press R,D,R,B
Windmill Whipper
Press D,R,A



MIYABI

Great jumping ability and speed.



Cannonball Crunch
Press D,U,A
Destructo Spin
Hold D,U,A



TAQ

Excellent agility and aggressiveness.



Scissors Slash
Press L,D,R,A
Skull Cracker
Press U,D,A



RUOH

A very well-balanced fighter.



Fist O' Fire
Press L,D,R,B
Jaw Breaker
Press D,L,R,B



VERSUS MODE!!



Take the ultimate challenge and battle a friend in a no-holds-barred show of brute force! Good luck!



SHADES

Powerful attacks with high strength.



Ball of Fury
Press L,D,R,B
Knuckle Buckle
Press D,L,R,B



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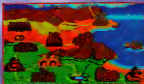
HEMF4



GAME GEAR

MAP OF THE WORLD

Get a view of the world with a map that appears before a level begins. You can also move Mickey back to previously finished levels.



LEVEL ONE

Travel through an enchanted forest filled with many creatures.



LEVEL TWO

Swim through the underwater level. Be sure not to run out of air.



LEVEL THREE

This castle has giant flames that chase Mickey. Head for water.



SOME OF MICKEY'S MANY ANIMATED MOVES

There are far too many things that Mickey can do to show in just one page. To the right are a few of the most important moves and techniques that he is capable of doing. Some other amusing things he can do are slide down a slope of a hill, teeter off the edge of a cliff, and get swept away by the wind.



STAND



CLIMB



DUCK



JUMP



SWIM



SKID

THROW TECHNIQUE

To pick up an object, just press against it using the 1 button, press it again to raise it, and again to throw it.



PICK UP



HOLD UP



THROW



LEVEL 1-1: THE FOREST

LAND OF ILLUSION

Starring
MICKEY MOUSE

MICKEY SAVES THE DAY!

Everyone's favorite mouse is at it again in his latest adventure on the Game Gear. Following his portable hit, *Castle of Illusion*, Mickey Mouse finds himself in a fantasy realm after falling asleep reading his book.

Guide Mickey through all sorts of amazing levels loaded with creatures and villainous bosses who want to rid the world of him.

Fans of the first Mickey Mouse game for the Game Gear will not be disappointed!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	ACTION	90+

**COMING THIS SUMMER
TO A CITY NEAR YOU...**

EGM* & *HERO
ILLUSTRATED
SUPER TOUR

'93

BE A PART OF THE EGM EXPERIENCE

JULY 15, 1993



COMING SOON

TAKE THE STEEL CAGE CHALLENGE!

Get ready for portable wrestling action only on your Game Gear! Start the game and you will be able to choose a one-on-one match, tag team, WWF championship, or the tag team championship. Next, you can choose the difficulty of the game. You will then choose a normal or cage match, and finally, you will have the option of choosing between an incredible 10 wrestlers! A generous amount of moves are here to compliment this cart including headbutts, slams, clotheslines, splashes, elbow drops, and even moves off the turnbuckle! With fights outside the ring and grueling cage matches, it's sure to be intense!

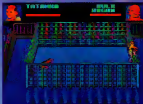


In the tag team regular matches, use all your skills to pin your adversary.

WWF WRESTLEMANIA STEEL CAGE CHALLENGE



Choose your difficulty and normal or cage match, then pick your wrestlers.



For the cage matches, you must escape the cage before your opponent gets up.

THE BEST DEFENSE IS A GOOD OFFENSE



PUNCH/KICK
Effective hits to your opponent will drain energy.



LOCK UP
Grapple with your opponent and gain control.



THROW
You can pick up your foe and throw him into the ropes.



SLAM
Slam your challenger to the canvas mat for big damage.



SPLASH
Jump on your opponent when he's out cold on the mat.



ELBOW DROP
Use your elbow when your foe is down to keep him down.



STOMP
You can take your foot and stomp your foe on the mat.



FLYING ELBOW
On the turnbuckle, jump at opponent with your elbow out.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
FLYING EDGE	GAME GEAR	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	ACTION	100%

TEN INCREDIBLE WRESTLERS TO CHOOSE FROM!



HULK HOGAN



THE UNDERTAKER



TATANKA



TED DIBIASE



RANDY SAVAGE



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TITLE	BUY/SELL	Action Replay	30.26	Lightning Force	18.20	Arcade Family	24.78	Draco of Pirma	19.31	Ar Zoro	14.52	Alaris 3	14.22	
Address: Family	17.02	Ad Wildcat	20.32	Leviathan	18.25	Air Zor	20.22	Draco of Pirma	19.31	Barbarians	14.52	Chuck Rock	14.21	
Adventure of Luke	20.32	Agassi Tennis	15.27	Logan Walker (CC)	20.20	Aerobic	17.98	Big Quasiball	25.04	Bear King (GG)	15.20	Defenders of Dece	14.25	
Alan 3	17.02	American Gladiators	15.26	Might & Magic	26.99	Amazing Tennis	20.32	Bright Star: Hunt	23.56	Change Boxing	15.20	Doraiki Dack	13.21	
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Ball's King's Chino	17.02	Batman Return	14.27	MultiPlay	20.21	Anxiety	20.32	Q-Bert 3	23.52	Chasing Duck	14.24	Maoki 30 Baseball	15.20	
Beavis	18.26	Batman RCJ	18.28	Mutant And Blazing	21.22	Art of Best Karate	22.52	Race Driver	23.52	Dead Moon	15.20	Cybergo	15.20	
Beastball Stars II	18.26	Beats Tede	18.28	NSA All Star Choc	15.28	Blaster	22.52	Rampart	18.26	Dragon Slayer	17.03	Paperboy	15.20	
Best Race	17.02	Beo Hissed Bottle	15.26	Ninja Dr. Hoolhey 35	25.96	Brow Bowlers	23.56	Rant Turt	14.27	Falcon	16.52	Pinch of Perma	15.20	
Best Returns	17.02	Black Hole (CC)	17.00	Outlander	19.31	Cat Ripper Baseball	20.32	Road Red 4WD	17.01	Fighting Steel	(CC)	16.32	Shinobi 3	16.21
Beze 2	17.02	Boils vs Labors	20.32	Cyberball	22.22	California Games I	20.32	Road Runner's Race	15.21	Forgotten World (SC)	25.26	Solitare Game	15.21	
Bike Hoops & Beer	18.26	Ca Nightmare Baseball	17.03	Defeatin' Dinos	18.28	Cap'n Nova	23.52	Robot Cop 3	23.52	Great Menor	25.26	Spider-Man	13.21	
Black Mtn	16.26	California Games	17.02	Papa-Mito	24.21	Chassamar	15.22	St. Clemente Baseball	20.31	Gunball	17.04	Spider-Man 2	14.22	
Coma Fun	20.20	Captain America	14.29	Payboy 2	32.23	Chase Chase	15.26	Rainbow 3 Kings I	20.41	Hot Ice	14.26	Super Monaco GP	15.24	
Crash 'N' The Cuzz	14.26	Cashe Of Boston	15.29	Payboy 3	15.26	Chuck Rock	14.26	Rainbow 3 Kings II	23.52	Legend West Terms	18.28	Super Smash T.V.	14.21	
Crash 'N' The Cuzz	17.01	Chukan	16.28	PGA Tour Golf I	25.26	Code	23.56	Rainbow 3 Kings III	21.52	Loz (Super CC)	18.26	Tenniser	13.23	
Defenders Dyna Dig	18.28	CHase HO II	18.28	Peggle Football	19.31	Combustion	19.31	Shore Game	17.01	Loz's Of Rising Sun	18.26	Turnabout	13.23	
Dragon Warrior II	21.54	Chuck Rock	17.02	Power Man	18.28	Contra II	18.28	Shore's Nightmares	20.32	Mag Dino	Tout (CC)	15.20	World Class Golf	15.21
Dragon Warrior IV	18.26	Chucky	17.02	Prince of Persia (CC)	17.02	Coat World	18.26	Shore's Nightmares	20.32	Mag Dino	Tout (CC)	15.20	World Class Golf	15.21
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F-15 Stealth Fighter														

EGM LIFESTYLES

THE WHAT'S HOT SOURCE FOR EGM READERS ONLY

NEWS

Going Great Guns



After fighting through a season that included radiation treatment for Hodgkin's Disease (a form of cancer), Mario Lemieux, the Pittsburgh Penguins star center, has shone brighter than ever.

Since emerging as the NHL's leading scorer despite missing a quarter of the regular season, Lemieux is leading his team toward their third consecutive Stanley Cup championship.

EGM/Hero Announce First Annual Mall Tour

In an unprecedented move, EGM and Hero Illustrated have announced their first annual mall Super Tour.

Set to debut this summer, the tour will be conducted with tie-in promotions at Babbage's Software and Electronics Boutique.

A special tour program will be distributed that will not only contain editorial coverage of your favorite games, but also valuable coupons that you can use immediately

at participating outlets.

Super Tour '93 will wind its way across America with incredible shows planned for the best malls at the following cities: San Diego, Los Angeles, San Francisco, Seattle, Detroit, Chicago, Dallas, Philadelphia, Baltimore, Newark, New York, and Buffalo.

Activities at Super Tour '93 include comic book signings by famous artists/writers, video game demonstration stations, and much more.

Arnold Aims to Terminate Couch Potatoes

The Terminator himself was in Chicago recently to promote his new series of fitness books for kids.

Schwarzenegger believes the single most serious fitness problem facing kids in the United States and much of the rest of the world is their physical well-being.

In his books, entitled *Arnold's Fitness For Kids*, Schwarzenegger offers a fun and informative way for parents and kids to make exercise and good nutrition an adventure the whole family can enjoy.

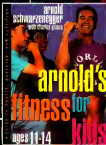
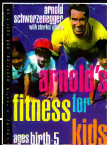
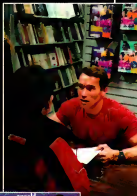
Arranged by age groups into three separate books; ages birth-6; ages 6-10; and ages 11-14, Arnold's Fitness For

Kids shows parents and kids how to lay the foundation for a lifetime of fitness by concentrating on the aspects most important to kids in these crucial years.

The books detail the creation of a customized personal fitness program, developing and maintaining heart/lung endurance capacity, muscle strength, flexibility and motor skills, the basics of smart eating, and community and school programs that can help kids achieve their fitness goals.

Photographs of Schwarzenegger exercising with his young friends, useful drawings, anecdotes from Arnold's early years, along with a comprehensive list of fun and exciting exercises, combine to create a series that is pretty useful.

The books are worth a look. If EGM managed to pry a look at its devoted editors off their cushioned chairs and away from their video games long enough to cover the signing, there must be something to the books.



DINOSAURS

Real, Live T-Rex Terrorizes EGM Offices

Well, not exactly. But except for the ever fearless Sushi-X, we cringed after seeing this frighteningly realistic, computer generated Tyrannosaurus Rex created by HD/CG New York.

This T-Rex starred in a 90-second piece entitled "Anatomy," which created a computer graphic image of the anatomical development of the great, extinct beast.

Under the close scrutiny of paleontologists from Royal Tyrrell Museum of Paleontology, T-Rex's physi-

cal structure - including bones and organs, all surface textures and the running motion - are as accurate as modern science is able to determine.

Because of the sophisticated technologies available to develop 3-D images, HD/CG New York was able to model and animate Tyrannosaurus Rex, resulting in an image so realistic, it's almost impossible to believe.

With pictures so vivid, it makes you wonder just how far science is from actually re-creating the real thing.



Topps Set to Debut Jurassic Park Cards

With the mother of all dinosaur movies (and the mother of all merchandising campaigns) set to debut in June, the Topps Company is readying the official trading card set for Spielberg's megapic Jurassic Park.

The 89-card set will be divided into seven sub-series including: the dinosaurs - each creature is given her own card; the park - all major buildings and pens are highlighted; cast of characters - featuring key actors and their roles; storyline - an overview of the entire film loaded with



up-close dinosaur photos; the novel by Michael Crichton - a brief history; the movie by Steven Spielberg - behind-the-scenes shots; and the Stan Winston Studio Sub-Set that presents designs and illustrations of the dinosaurs (along with exclusive commentary) by the production artists who brought the prehistoric terror to life.

In addition, the set will also include such goodies as JP stickers and a very limited number of hologram cards. Topps will also be producing regular comic books, graphic novels, and souvenir poster magazines.



Kenner Readies Dino Line

Dinosaurs have always been a popular item among kids, but with the Jurassic Park license attached to a new line of dino set to debut from Kenner, the prehistoric denizens should be hotter than ever.

The coolest JP products we have seen so far come from Kenner, who are readying their line of action figures, vehicles, play sets and, of course, the dinosaurs themselves.

The Kenner JP line will include action figures of the main movie heroes. Each will come with its own baby dino hatching and a limited edition movie collector card.

Official JP vehicles include the Bush Devil Tracker Vehicle, the Jungle Explorer and the Apache-like Capture-Copter.

The Command Compound play



set recreates the building where much of the action is centered around in the movie. A tiny computer delivers more than 100 phrases and commands.

The dinosaurs will come in a variety of sizes and shapes. Most of the bigger badasses will boast such features as electronics sounds, chomping jaws, realistic feeling skin, "Dino-Damage" bones and muscle, and even individual attack features.





Superman Times Four

Even Elvis didn't get this much speculation!

Since the king of comic superheroes' death last fall, rumors of his return have been as widespread as those surrounding the late King of Rock and Roll.

To put an end to reports that ranged from an alleged Clark Kent spotting at a Denny's in Hackensack, New Jersey, to a flash in the sky over Charhousen, Minnesota, EGM's Lifestyle editors set out to set the record straight.

In the *Adventures of Superman* #500, a 64-page book that shipped April 13, DC Comics introduced readers to four separate characters each claiming to be Krypton's favorite son.

With the release of four Superman-connected titles on April 27, readers have to follow each of the DC Comic titles if they want to be able to determine who's the real Man of Steel.

The four wannabees include:

rough-edged kid? Follow his story beginning with *The Adventures of Superman* title #501.

•The Man of Tomorrow
Imagine a cross between the Terminator and Superman and you have the next suspect in the Superman derby. This guy's pretty tough - in his *Superman* #478 intro, he takes down the infamous Doomsday. But do we really want such a ruthless guy fighting for truth, justice, and the American way?

•The Last Son of Krypton
This dark, brooding character's power is as potent as the original Superman's, but his evil inclination makes him difficult to embrace. Follow this bad boy's exploits which began with *Action Comics* #687.

•The Man of Steel
No, this guy isn't a Guns 'n' Roses freak, he's a steel worker who was burned in the rubble during the fateful Superman vs. Doomsday donnybrook. After building an impenetrable suit of armor, he claims to be the real deal beginning in *Superman: The Man of Steel* #22.

After their simultaneous introduction on April 27, each of the four issues will come out once per month.

Although DC is tight-lipped about when they will reveal Superman's true identity, intense speculation continues. According to *Hero Illustrated* Managing Editor John Danovich, "Don't expect to find out anytime soon. And don't expect this to be the last word on Superman."



•Superboy
Many people think that because his name is, after all, Super B-O-Y, that he is the most naturally similar to Superman. He also can't remember anything beyond three weeks ago. Is it possible that Clark Kent was reincarnated as a punky,

Cliffhanger Takes Sly Over the Edge

From the brutality of boxing to the steaming jungles of Rambo, Sylvester Stallone will roam wherever a good adventure takes him. In his latest film, appropriately entitled *Cliffhanger*, he finds himself in the mountains.

Rocky Mountain Park Rescue Team leader Gabe Walker (Sylvester Stallone) feels most alive when climbing a vertical wall of rock with only the thin air between him and the ground below—until an amateur climber slips from his outstretched fingertips and falls to her death.

Unable to deal with the tragedy, Gabe loses his edge and quits his job with the Rocky Mountain Rescue Team. He bails on his once cherished mountain, leaving behind his self-esteem and the woman he loves.

Nearly a year after the accident, Gabe returns to the Rockies to persuade his girl-



friend, Jessie Deighan (Janine Turner), to leave the mountains with him. She turns him down. Her place is in the Rockies, where she has a job as a helicopter pilot for the Rescue Team.

Discouraged, Gabe is approached of a rescue effort to aid plane crash survivors during a storm. As the flurry of rescue preparations swirl around him, Gabe's conscience takes hold and he summons up the courage to face his fears and join his former partner, Hal Tucker (Michael Rooker), in the rescue.

In the fiercest blizzard of the year, Gabe discovers that the survivors are a ruthless gang of thieves led by international criminal Eric Quisen (John Lithgow) and renegade treasury agent Richard Travers (Rex Linn), who are desperate to retrieve three

cases of stolen money.

With *Cliffhanger*, Stallone returns to the genre of film that propelled him to worldwide stardom. He is very enthusiastic about his character in the film, which he also co-wrote.

"This is a story about an ordinary man who is called upon to do something above and beyond the call of duty,"



Stallone says, "and in doing so, he must reclaim his confidence and make sacrifices for a higher ideal."

Director Renny Harlin found the *Cliffhanger* script compelling because "after *Die Hard 2*, I was looking for another movie that could give me the same kind of thrills yet give me more in terms of characters and relationships...*Cliffhanger* is a roller coaster ride. It's a great action adventure movie that was a lot of fun to make."

Cliffhanger opens May 29.



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- Available in 1-Player or 2-Player version
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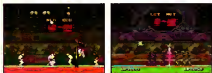
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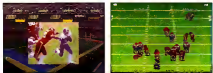


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SUPER MARIO COLLECTION

SUPER NES ACTION CARTRIDGE

The Super Mario Collection takes all four of the 8-Bit versions of the Super Mario Brothers games (including the second Mario adventure that was never released in America) and enhances their graphics and sound. Best yet, it's all on one cartridge. Mario fans rejoice!



PSYGNOSIS

PUGGSY

SUPER NES ACTION CARTRIDGE

Puggsy is an unusual adventure game that features a strange main character. The graphics use the full spectrum of the rainbow, and are very colorful. Puggsy contains a plenitude of tasks that will challenge your skills to the maximum.



JVC

INDIANA JONES

SEGA CD ADVENTURE CD

Indiana Jones and the Fate of Atlantis pits players against a harrowing quest to stop the Nazis! You have to fight the clock, as both you and the Germans search for a missing relic that can allow the Nazis to win World War II. Worthy of the Indiana Jones name.



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INTERNATIONAL SCOREBOARD

VIDEO GAME HIGH SCORES Effective April, 1993

Game of the Month High Scores!!

This Month's Game...
Death Valley Rally

1. **DAVE MASON** 9,997,910
2. Alexe Kullikov 9,983,730
3. Ryan Wickstrand 9,914,220
4. Jeff Arensmeyer 2,220,560
5. Levi Yourchuck 2,005,500



Send Scores For...
Space Megaforce
All entries by July, 15.
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Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jacket and T-Shirts. Each month, the top scorer on our Game of the Month will be awarded a Team Jacket and a gift of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

ARCADE SNES NINTENDO

Game	Score
Adrian's Family	1,034,200
Adventures Island 2	972,040
Batman	6,802,500
Battletoads	999,999
Castles	999,999
Double Dragon 2	6,994,300
Dr. Meko	1,026,800
Godlike	11,111,210
8 Eyes	10,172,458
Iron Sword	1,314,418
Marble Madness	147,110
Marzapop	42,559,262
Road Warriors	999,999
Robocop	112,981
Scop	12,072,216
Super Mario Bros. 3	9,999,999
Tekn	999,365
T.I.L.T. 3	934,600
Wizard's Warriors II	32,070

Game	Score
Act Raiser	101,800
Contra 3	3,899,599
Final Fight	2,712,243
Hi Fighter	1,777,516
Street Fighter 2	1,161,100
Super Adventure Island	690,900
Super II-Type	9,994,560
Super Smash T.V.	87,647,125

Game	Score
1943	2,547,360
Alien Buster	68,558,000
APD	1,009,204
Dragon (P)	89,220,000
Double Dragon	145,800
Hard Drive'n'	328,800
Klex	3,285,600
Out Run	49,090,270
Street Fighter II	874,642
Super Contra	10,640,210

Player

- Stephen Krugman
- Edward Charbonneau
- Jeff Arensmeyer
- Jason Kringer
- Jeff Adams
- Edward Charbonneau
- Richard Seutner
- David Wright
- Kelly McKenzie
- Jeff Adams
- Jason Turka
- Stephen Krugman
- Raph Darabaglio
- Jason Turka
- Don Stockwell
- Bergo Stagner
- Richard Seutner
- Rick Lica
- Jeff Adams

Player

- T.J. Rappell
- David Wright
- Mia Bluffin
- Carlton Barnes
- Franky Hozack
- Jeff Adams
- Dave Rumery
- Christopher Sims

Player

- Brian Chapel
- November Kelly
- Greg Gibson
- Steve Hyne
- Andy Swann
- Jerry Landers
- Loong Su Chin
- Don Lee
- Stephen Krugman
- Martin Alcaal

DUO GENESIS SEGA

Game	Score
Alien Buster	13,872,000
Alien Beast	231,400
Black Belt	999,900
Double Dragon	827,900
Moonwalker	21,050
The Ninja	1,324,800
Pro Streeting	994,400
Rampage	994,595
Rastan	31,139,300
R-Type	1,128,500
Shinobi	1,165,790
Space Harrier 3 - D	40,908,900

Game	Score
Batman	1,242,200
Blaster Douglas	20,564,640
Castle of Blunder	26,218,800
Carnia	10,960,300
Desert Strike	2,721,000
Demons & Ghosts	6,195,100
Galaxia	1,751,041
Musha	155,567,820
Rolling Thunder 2	2,642,810
Sonic the Hedgehog	8,999,999
Streets of Rage	999,999
Toe Jam & Earl	500

Game	Score
Alan Crush	568,998,000
Blowdy Wolf	35,764,800
Cyber Core	8,999,999
Dragon Spirit	639,870
Fighting Streets	1,500,900
Galaxy 30	1,504,140
Klex	3,460,750
Monster Lair	561,000
Ninja Spirit	94,994,900
Parasol Stars	83,882,540
R-Type	599,200
Superhouse	30,295,000
Super Star Soldier	13,442,900

Player

- Christopher Sims
- Alex Swann
- Rob Sjogren
- Toed Peller
- Vince Tarrant
- Vince Tarrant
- Vince Tarrant
- Christopher Sims
- Christopher Sims
- Brian Stockwell
- Todd Deaf
- David Flores

Player

- Christopher Sims
- Richard Seutner
- John Suley
- Jeff Yeare
- Tony Constantin
- Richard Seutner
- Jim Hakko
- Teody Meadows
- Carlisle Clark
- Brian Hammann
- Jennifer Scott
- Richard Seutner

Player

- Berry Bowen
- Ricky Graham
- Jack Winkler
- Harold Lewis
- Dennis Crowley
- Jeff Yoran
- Joseph Paladinos
- Paul Cliber
- Mike Curran
- Justin Hewart
- Chris Nygaard
- Chris Nygaard
- Jeff Yoran

Rules - All scores on Space Megaforce must be received by July 15, 1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team Entry forms accompanied by a legible photo. Void where prohibited. Send BARE to High Scores, 1920 Highland Ave., Suite 202, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

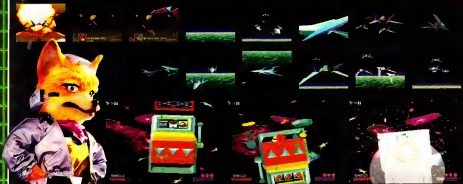
GAME OVER STARFOX

SUPER FX FINALE

As most of you may know, StarFox is one of the toughest shooters to hit the Super NES in some time. Only the best Arwing Fighter Pilots can make it through the barrage of enemy fire that seemingly fill each level. Once you make it to the last stage, you must use all your piloting skills in order to battle against the evil Androv. Be careful of his attack as he will spew deadly shrapnel in every direction.

To defeat him, aim for his eyes until they both explode. Pieces of the head will fly apart, revealing Androv hidden within. Blast him with all you've got. Don't forget to use your Nova Bombs. This is no time to conserve them for later, because this guy will not hesitate to throw everything at you.

Now sit back and enjoy one of the coolest endings of all!



SECRET ENDING

As described in this issue's Tricks of the Trade, hotshot Arwing Fighter Pilots can now try their hands at slots. Just shoot at the arm of the machine and try to get three 7s to destroy this unusual boss. Once that's over and done with, the words "THE END" will pop up after the closing credits and you must fire at the letters to position right-side up. This isn't as easy as it sounds because enemies will fly and shoot the letters out of position.

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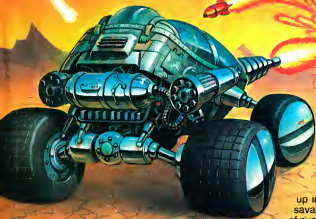
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